Billiards *from* Spain *at first deriv'd its name,*
Both an ingenious, and a cleanly Game.
The Gamester *leads* (*the Table green as grass*)
And each like Warriers *strive to gain the Pass.*
But in the conquest, e're the Pass be won,
Hazzards *are many into which they run.*
Thus while we play on this Terrestrial Stage,
Nothing but Hazzard *doth attend each age.*

Next here are Hazzards *play'd another way,*
By Box and Dice; *'tis* Hazzard *is the Play.*
The Bully-Rock *with mangy fist, and Pox,*
Fusties some out, and then takes up the Box.
He throws the Main, *and crys, Who comes at* Seven?
Thus with a dry fist *nicks it with* Eleven.
If out, he raps out Oaths I dare not tell,
Hot, piping out, and newly come from Hell.
Old-Nick *o're-bearing, by a* Palming-trick
Secures the Gamester; *thus the* Nicker's nickt.

Now i' Irish, *or* Back-Gammoners *we come,*
Who wish their money, with their men safe home;
But as in War, so in this subtile Play,
The straggling men are ta'ne up by the way.
By entring then, one reinforceth more,
It may be to be lost, as those before.
By Topping, Knapping, *and foul play some win;*
But those are losers, who so gain by sin.

After these three the Cock-pit *claims a name;*
A sport gentile, and call'd a Royal Game.
Now see the Gallants *crowd about the* Pit,
And most are stockt with Money more than Wit;
Else sure they would not, with so great a stir,
Lay ten to one on a Cocks *faithless Spur.*

Lastly, observe the Women with what grace
They sit, and look their Partners in the face.
Who from their eyes shoot Cupids *fiery Darts;*
Thus make them lose at once their Game and Hearts.
Their white soft hands, (when e're the Cards they cut)
Make the men wish to change the Game to Putt.
The Women know their thoughts, then cry'd, Enough,
Let's leave off Whist, *and go to* Putt, *or* Ruff.

Ladies, don't trust your secrets in that hand,
Who can't their own (to their great grief) command.
For this I will assure you, if you do,
In time you'l lose your Ruff *and* Honour *too.*

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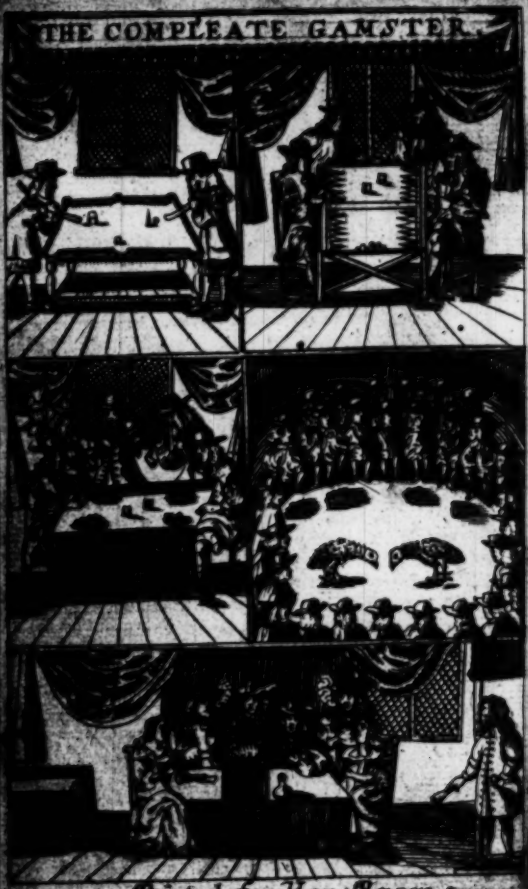
THE COMPLEATE GAMSTER.
Printed for Hen: Brome

THE COMPLEAT

Gamester:

OR,

INSTRUCTIONS

How to play at

BILLIARDS, TRUCKS, BOWLS, and CHESS.

Together with all manner of usual and most Gentile GAMES either on

CARDS, or *DICE.*

To which is Added,

The ARTS and MYSTERIES

OF

RIDING, RACING, ARCHERY, and COCK-FIGHTING.

The Second Edition.

LONDON, Printed for *Henry Brome* at the *Gun* at the West-end of St. *Pauls*, 1680.

Reader,

I Was once reſolv'd to have let this enſuing Treatiſe to have ſtept naked into the World, without ſo much as the leaſt rag of an Epiſtle to defend it a little from the cold welcom it may meet with in its travails; but knowing that not only cuſtom expects but neceſſity requires it, give me leave to ſhow you the motives inducing to this preſent publication.

It is not (I'le aſſure you) any private intereſt of my own that caus'd me to ad-

venture on this ſubject, but the delight & benefit of every individual perſon; Delight to ſuch who will paſs away their ſpare minuts in harmleſs recreation if not abus'd; and Profit to all, who by inſpecting all manner of *Games* may obſerve the cheats and abuſes, & ſo be arm'd againſt the injuries may accrue thereby.

Certainly there is no man ſo ſevere to deny the lawfulneſs of Recreation; There was never any Stoick found ſo cruel, either to himſelf, or nature, but at ſome time or other

other he would unbend his mind, and give it liberty to ſtray into ſome more pleaſant walks, than the miry heavy ways of his own ſowr, willful reſolutions. You may obſerve the Heathen Sages of the firſt world founded with their Laws their Feaſts, with their Labours their Olympicks, with their Warfare their Triumphs. Nay at this day the ſevereſt *Dionyſian-Pedagogue* will give his Scholars their Play-days, & Breakings up with a *Horum miſerere laborum, feſſum quies plurimum*

mum juvat. And the most covetous Masters will tye their servants but to certain hours; every toyl exacting as *ex officio*, or out of duty some time for Recreation. I my self have observed in the course of many men of exceeding strict lives and conversation, to whom although severity of profession, infirmity of body, extremity of age, or such like, have taken away all *actual* recreation, yet have their minds begot unto themselves some habits or customs of delight, which have in as large measure

sure given them contentment whether they were their own, or borrowed, as if they had been the sole actors of the same. Furthermore, Recreation is not only lawful but necessary:

Interpone tuis interdum gaudia curis,
Ut possis animo quemvis sufferre laborem.
So intermix your care with joy, you may
Lighten your labour by a little play.

Now what Recreation this should be I cannot prescribe, nor is it requisite to confine any to one sort of pleasure, since herein Nature taketh to her self an especial Prerogative, for what to one is most pleasant, to another is most offen-

offenſive; Some ſeeking to ſatisfie the Mind, ſome the Body, and others both in a joint motion. To this end I have laid before you what variety of Paſtimes I could collect for the preſent, leaving the reſt (as you like theſe) to be ſuppli'd hereafter. Miſtake me not, it is not my intention to make Gameſters by this Collection, but to inform all in part how to avoid being cheated by them: If I am imperfect in my diſcoveries, impute it to my being no profeſt Gameſter, and the hatred

I bear

I bear that Helliſh ſociety; by whom I know I ſhall be laught at, and with whom if I ſhould converſe, I might ſooner by my ſtudy come to be Nature's Secretary, and unriddle all her *Arcana's*, than collect from them any new unpractiſed ſecret, by which they bubble ignorant credulity, and purchaſe money and good apparel with everlaſting ſhame and infamy.

To conclude, let me adviſe you, if you play (when your buſineſs will permit) let not

not a covetous desire of winning another's money engage you to the losing your own; which will not only disturb your mind, but by the disreputation of being a Gamester, if you lose not your estate, you will certainly lose your credit and good name, than which there is nothing more valuable. Thus hoping you will be thus advis'd, and will withal excuse my Errors, I shall ever study how to serve you, and subscribe my self a well-willer to all men.

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Of

Of Gaming *in General, or an Ordinary described.*

Gaming is an enchanting *witchery*, gotten betwixt *Idleneſs* and *Avarice*: An itching Diſeaſe, that makes ſome ſcratch the Head, whilſt, others, as if they were bitten by a *Tarantula*, are laughing themſelves to death: Or laſtly, it is a paralytical diſtemper, which ſeizing the arm the man cannot chuſe but ſhake his elbow. It hath this ill property above all other Vices, that it renders a Man incapable of proſecuting any ſerious action, and makes him always unſatisfied with his own condition; he is either liſted up to the top of mad joy with ſucceſs, or plung'd to the bottom of deſpair by misfortune, always in extreams, always in a ſtorm; this minute the Gameſter's countenance is ſo ſerene and calm, that one would think nothing could diſturb it, and the next minute ſo ſtormy and tempeſtuous that it threatens deſtruction to it ſelf and others; and as he is tranſported with joy when he wins, ſo loſing he is toſt upon the billows of a high ſwelling paſſion, till he hath loſt ſight both of ſenſe and reaſon.

I have seen some Dogs bite the stones which Boys have thrown at them, not regarding whence they were flung; so I have seen a losing Gamester greedily gnawing the innocent Box, and sometimes tearing it to pieces as an accessary to his *throwing* out; nor must the Dice go unpunished for not running his *chance*, and therefore in rage are thrown on the ground to be kickt to and fro by every body; and at last lookt upon no other than the fit companions of every saucy *Skip-jack*.

Then fresh Dice are called for, as thinking they will prove more kind than the former, or as if they believed that some were good natur'd, others bad, and that every Bale produced a different disposition. If these run cross too, the Box-keeper shall not go without a horrid execration, if for nothing else but that he lookt strictly to the cast, it may be conceiving that his very eyes were capable of making them turn to his disadvantage. This restless man (the miserable Gamester) is the proper subject of every man's pity. Restless I call him, because (such is the itch of play) either winning or losing he can never rest satisfied; if he wins he thinks to win more, if he loses he hopes to recover: To this Man's condition the saying of *Hannibal* to *Marcellus* may be fitly applied, that *nec bonam, nec malam fortunam ferre potest*, he could not be quiet either Conqueror or Conquered. Thus have I heard of some who with Five Pounds

have

have won Four Hundred Pounds in one Night, and the next Night have lost it to a sum not half so much; others who have lost their estates and won them again with addition, yet could not be quiet till they lost them irrecoverably.

And therefore fitly was that question propounded, *Whether men in Ships at Sea were to be accounted among the living or the dead, because there were but few inches betwixt them and drowning.* The same *quare* may be made of great *Gamesters*, though their estates be never so considerable, Whether they are to be esteemed poor or rich, since there are but few *Casts* at *Dice* betwixt a rich man (in that circumstance) and a beggar.

Now since speculation will not be convincing, unless we shew somewhat of the modern practice; we must therefore lay our *Scene* at an *Ordinary*, and proceed to action: Where note, an *Ordinary* is a handsome house, where every day, about the hour of twelve, a good Dinner is prepared by way of *Ordinary*, composed of variety of dishes, in season, well dresst, with all other accommodations fit for that purpose, whereby many Gentlemen of great Estates and good repute, make this place their resort, who after Dinner play a while for recreation, both moderately and commonly, without deserving reproof: But here is the mischief, the best Wheat will have Tares growing amongst it, Rooks and Daws will sometimes be in the company of Pi-

geons; nor can real gentlemen now adays so seclude themselves from the society of such as are pretendedly so, but that they oftentimes mix company, being much of the same colour and feather, and by the eye undistinguishable.

It is reported of the *Polypus* (a Fish), that it will conform it self to the colour of what it neareſt, for security and advantage: And so do these pretended Gentlemen attire themselves in what is both gentile and fashionable, that under that disguise they may with more facility riggle themselves into the society of such worthy persons, out of whom they intend to squeeze some sums of moneys by *Cards*, *Dice*, or otherways.

These Rooks can do little harm in the day time at an *Ordinary*, being forc'd to play upon the *Square*, although now and then they make an advantage, when the *Box-keeper goes with him*, and then the Knave and Rascal will violate his truſt for profit, and lend him (when he sees good) a *Tickler* shall do his business; but if discovered, the Box-keeper ought to be soundly kickt for his pains: Such practices, and sometimes the Box-keepers connivances, are so much us'd of late, that there is nothing near that fair play in an *Ordinary*, as formerly.

The day being shut in, you may properly compare this place to those Countries which lye far in the North, where it is as clear at midnight as at noon-day: And though it is a house of Sin yet you cannot call it a house of Darkness, for

the Candles never go out till morning, unless the sudden fury of a losing Gamester make them extinct.

This is the time (when ravenous beasts usually seek their prey) wherein comes shoals of *Huffs, Hectors, Setters, Gilts, Pads, Biters, Divers, Lifters, Filers, Budgies, Droppers, Crossbyters, &c.* and these may all pass under the general and common appellation of *Rooks*. And in this particular, an *Ordinary* serves as a *Nursery* for *Tyburn*; for if any one will put himself to the trouble of observation, he shall find, that there is seldom a Year wherein there are not some of this Gang hang as *precious Jewels* in the ear of *Tyburn*: Look back and you will find a great many gone already, God knows how many are to follow.

These Rooks are in continual motion, walking from one Table to another, till they can discover some unexperienc'd young Gentleman, Cashier or Apprentice, that is come to this *School of Virtue*, being unskill'd in the quibbles and devices there practised; these they call *Lambs*, or *Colts*: Then do the *Rooks* (more properly called *Wolves*) strive who shall fasten on him first, following him close, and engaging him in some advantageous Bets, and at length worries him, that is, gets all his money, and then the *Rooks* (Rogues I should have said) laugh and grin, saying, *the Lamb is bitten.*

Some of these *Rooks* will be very importunate to borrow money of you without any intention to pay you; or to go with you seven to twelve half a Crown or more, whereby without a very great chance (ten to one or more) he is sure to win: If you are sensible hereof, and refuse his proposition, they will take it so ill, that if you have not an especial care they will pick your pocket, nim your gold or silver buttons off your Cloak or Coat; or it may be draw your silver-hilted Sword out of your Belt without discovery, especially if you are eager upon your Cast, which is done thus; the silver buttons are strung, or run upon Cats guts fastned at the upper and nether end; now by ripping both ends very ingeniously (as they call it) give it the gentile pull, and so rub off with the buttons; and if your Cloak be loose 'tis ten to one they have it.

But that which will most provoke (in my opinion) any Man's rage to a just satisfaction, is their throwing many times at a good Sum with a *dry fist* (as they call it,) that is, if they *nick* you, 'tis theirs; if they lose, they owe you so much with many other quillets: some I have known so abominably impudent, that they would snatch up the Stakes, and thereupon instantly draw, saying, if you will have your money you must fight for it; for he is a Gentleman and will not want: however if you will be patient, he will pay you another time; if you are so tame to take

take this, go no more to the Ordinary; for then the whole Gang will be ever and anon watching an opportunity to make a *Mouth* of you in the like nature. If you nick them, 'tis odds, if they wait not your coming out at night and beat you: I could produce you an hundred examples in this kind, but they will rarely adventure on the attempt, unless they are backt with some *Bully-Huffs*, and *Bully-Rocks*, with others whose fortunes are as desperate as their own. We need no other testimony to confirm the danger of associating with these Anthropo-phagi or Man-eaters, than *Lincolns*-Inn Fields whilst *Speerings Ordinary* was kept in Bell-yard; and that you need not want a pair of Witnesses for the proof thereof, take in also *Covent-Garden*.

Neither is the House it self to be exempted, every night almost some one or other, who either heated with Wine, or made cholerick with the loss of his Money, raises a quarrel, swords are drawn, box and candlesticks thrown at one anothers head, Tables overthrown, and all the House in such a Garboyl, that it is the perfect Type of Hell. Happy is the Man now that can make the frame of a Table or Chimney corner his Sanctuary; and if any are so fortunate to get to the Stair-head, they will rather hazard the breaking of their own necks than have their Souls pusht out of their Bodies in the dark by they know not whom.

I once observed one of the *Desperadoes* of the

Town (being half drunk) to preſs a Gentleman very much (at play) to lend him a Crown, the Gentleman refus'd him ſeveral times, yet ſtill the Borrower perſiſted, and holding his Head ſomewhat too near the *Caſters* elbow, it chanced to hit his noſe, the other thinking it to be affront enough to be denied the loan of Money without this ſlight touch of the noſe, drew, and ſtepping back (unawares to the Gentleman) made a full paſs at him, intending to have run him through the body; but his drunkenneſs miſguided his hand, ſo that he ran him only through the arm; this put the Houſe into ſo great a confuſion and fright, that ſome fled thinking the Gentleman ſlain. This wicked Miſcreant thought not this ſufficient, but tripping up his heels, pinn'd him as he thought to the floor; and after this, takes the Gentlemans ſilver ſword, leaving his in the wound, and with a *Grand-Jury* of *Dammees* (which may hereafter find him guilty at the *Great Tribunal*) bid all ſtand off if they lov'd their lives, and ſo went clear off with ſword and liberty; but was notwithſtanding (the Gentleman recovering) compel'd to make what ſatisfaction he was capable of making, beſides a long impriſonment; and was not long abroad before he was apprehended for *Burglary*, committed, condemned, and juſtly executed.

——*Fatebere tandem*
Nec Surdum, nec Tireſiam quenquam eſſe
(*Deorum.*

But

But to proceed on as to play: late at Night when the Company grows thin, and your eyes dim with watching, false Dice are frequently put upon the ignorant, or they are otherwise cheated by *Topping*, *Slurring*, *Stabbing*, &c. and if you be not careful and vigilant, the Box-keeper shall score you up double or treble Boxes, and though you have lost your money, dun you as severely for it, as if it were the justest debt in the World.

The more subtile and gentiler sort of *Rooks* (as aforesaid) you shall not distinguish by their outward demeanor from persons of condition; these will sit by a whole Evening, and observe who wins; if the *Winner* be *bubbleable*, they will insinuate themselves into his company by applauding his success, advising him to leave off whilst he is well; and lastly, by civilly inviting him to drink a glass of Wine, where having well warm'd themselves to make him more than half drunk they wheadle him in to play; to which if he condescend he shall quickly have no money left him in his Pocket, unless perchance a Crown the Rooking-winner lent him in courtesie to bear his charges homewards.

This they do by false Dice, as High-Fullams 4, 5, 6. Low-Fullams 1, 2, 3. By Bristle-Dice, which are fitted for their purpose by sticking a Hogs-bristle so in the corners, or otherwise in the Dice, that they shall run high or low as they please; this bristle must be strong and short, by

which

which means the briſtle bending, it will not lie on that ſide, but will be tript over; and this is the neweſt way of making a high or low *Fullam*: the old ways are by drilling them and loading them with Quick-ſilver; but that cheat may be eaſily diſcovered by their weight, or holding two corners between your forefinger and thumb, if holding them ſo gently between your fingers they turn, you may then conclude them falſe; or you may try their falſhood otherwiſe by breaking or ſplitting them: others have made them by filing and rounding; but all theſe ways fall ſhort of the Art of thoſe who make them; ſome whereof are ſo admirably skilful in making a Bale of Dice to run what you would have them, that your Gameſters think they never give enough for their purchaſe if they prove right. They are ſold in many places about the Town; price current (by the help of a friend) eight ſhillings, whereas an ordinary Bale is ſold for ſix pence; for my part I ſhall tell you plainly, I would have thoſe Bales of falſe Dice to be ſold at the price of the Ears of ſuch deſtructive Knaves that made them.

Another way the Rook hath to cheat, is firſt by *Palming*, that is, he puts one Dye into the Box, and keeps the other in the hollow of his little finger, which noting what is uppermoſt when he takes him up, the ſame ſhall be when he throws the other Dye, which runs doubtfully any caſt. Obſerve this, that the bottom and top

of

of all Dice are seven, so that if it be 4 above, it must be a 3 at bottom; so 5 and 2, 6 and 1. Secondly, by *Topping*, and that is when they take up both Dice and seem to put them in the Box, and shaking the Box you would think them both there, by reason of the ratling occasioned with the screwing of the Box, whereas one of them is at the top of the Box between his two forefingers, or secur'd by thrusting a forefinger into the Box. Thirdly, by *Slurring*, that is, by taking up your Dice as you will have them advantageously lie in your hand, placing the one a top the other, not caring if the uppermost run a Mill-stone (as they use to say) if the undermost run without turning, and therefore a smooth table is altogether requisite for this purpose; on a rugged rough board it is a hard matter to be done, whereas on a smooth table (the best are rub'd over with Bees-wax to fill up all chinks and crevises) it is usual for some to slur a Dye two yards or more without turning. Fourthly, by *Knapping*, that is, when you strike a Dye dead that it shall not stir, this is best done within the Tables; where note there is no securing but of one Dye, although there are some who boast of securing both: I have seen some so dexterous at Knapping, that they have done it through the handle of a quart Pot, or over a Candle and Candlestick: but that which I most admired, was throwing through the same less than Ames Ace with two Dice upon a Groat held

held in the left hand on the one side of the handle a foot distance, and the Dice thrown with the right hand on the other.

Lastly, by *Stabbing*, that is, having a Smooth Box, and small in the bottom, you drop in both your Dice in such manner as you would have them sticking therein by reason of its narrowness, the Dice lying one upon another; so that turning up the Box, the Dice never tumble; if a smooth Box, if true, but little; by which means you have bottoms according to the tops you put in; For example, if you put in your Dice so that two fives or two fours lie a top, you have in the bottom turn'd up two two's, or two treys; so if six and an Ace a top, a Six and an Ace at bottom.

Now if the Gentleman be past that *Classis* of Ignoramusses, then they effect their purpose by Cross-byting, or some other dexterity, of which they have all variety imaginable. A friend of mine wondring at the many slights a noted Gamester had to deceive, and how neatly and undiscoverably he managed his tricks, wondring withall he could not do the like himself, since he had the same Theory of them all, and knew how they were done; O young man, replyed the Gamester, there is nothing to be attain'd without pains; wherefore had you been as laborious as my self in the practice hereof, and had sweated at it as many cold winter mornings in your shirt as I have done in mine, undoubtedly you would

would have arrived at the same perfection.

Here you must observe, that if these *Rooks* think they have met with a sure Bubble, they will purposely lose some small sum at first, that they may engage him the more freely to bleed (as they call it) which may be at the second, if not beware of the third meeting, which under the notion of being very merry with wine and good cheer, they will make him pay for the roast.

Consider the further inconveniences of Gaming as they are rank'd under these Heads.

First, if the House find you free to the Box and a constant *Caster*, you shall be treated with Suppers at night, and a Cawdle in the morning, and have the honour to be stiled a Lover of the House, whilst your money lasts, which certainly cannot be long; for here you shall be quickly destroy'd under pretence of kindness, as Men were by the *Lamiæ* of old; which you may easily gather if from no other consideration than this; that I have seen three persons sit down at twelve penny *In and In*, and each draw forty shillings a piece in less than three hours, the Box hath had three pound, and all the three Gamesters have been losers.

Secondly, consider how many persons have been ruined by play, I could nominate a great many, some who have had great estates have lost them, others having good employments have been forced to desert them and hide themselves

from

from their Creditors in ſome foreign Plantation by reaſon of thoſe great debts they had contracted through Play.

Thirdly, this courſe of life ſhall make you liable to ſo many affronts and manifold vexations, as in time may breed diſtraction. Thus a young fellow not many years ſince, had by ſtrange fortune run up a very ſmall ſum to a thouſand pounds, and thereupon put himſelf into a garb accordingly; but not knowing when he was well, fell to play again, fortune turn'd, he loſt all, ran mad, and ſo died.

Fourthly, is it not extreme folly for a man that hath a competent eſtate, to play whether he or another man ſhall enjoy it, and if his eſtate be ſmall, then to hazard even the loſs of that, and reduce himſelf to abſolute beggery; I think it madneſs in the higheſt degree. Beſides, it hath been generally obſerved that the loſs of one hundred pounds ſhall do you more prejudice in diſquieting your mind, than the gain of two hundred pounds ſhall do you good, were you ſure to keep it.

Laſtly, conſider not only your loſs of time which is invaluable, *Nulla major eſt jactura quam temporis amiſſio,* but the damage alſo the very watching brings to your health, and in particular to the eyes, confirmed by this Diſtich.

Allia, Vina, Venus, Fumus, Faba, Lumen & Ignis,
Iſta nocent oculis, ſed vigilare magis.

Garlick,

Garlick, Wine, Women, Smoak, Beans, Fire (and Light
Do hurt the Eyes, but watching more the (sight.

I shall conclude this Character with a penitential Sonnet, written by a Lord (a great Gamester a little before his death) which was in the Year 1580.

By loss in play men oft forget
The duty they do owe
To him that did bestow the same,
And thousand Millions moe.
I loath to hear them swear and stare
When they the Main *have lost;*
Forgetting all the Byes *that were*
With God and Holy Ghost:
By wounds *and* nails *they think to win,*
But truly 'tis not so;
For all their frets and fumes in sin:
They monieless must go.
There is no Wight that us'd it more
Than he who wrote this Verse,
Who cries peccavi *now therefore,*
His Oaths his heart do pierce;
Therefore example take by me
That curse the luckless time,
That ever Dice *mine eyes did see,*
Which bred in me this crime.
Lord pardon me for what is past,
I will offend no more,
In this most vile and sinful cast
Which I will still abhor.

The

The Character of a Gameſter.

SOme ſay he was born with Cards in his hands, others that he will die ſo; but certainly it is all his life, and whether he ſleeps or wakes he thinks of nothing elſe. He ſpeaks the language of the Game he plays at, better than the language of his Country; and can leſs indure a ſoleciſm in that than this: he knows no Judge but the Groom-porter, no Law but that of the Game, at which he is ſo expert, all appeal to him, as ſubordinate Judges to the ſupream ones. He loves Winter more than Summer, becauſe it affords more Gameſters, and Chriſtmas more than any other time, becauſe there is more gaming then. He gives more willingly to the Butler than to the Poors-box, and is never more religious than when he prays he may win. He imagines he is at play when he is at Church; he takes his Prayer-book for a Pack of Cards, and thinks he is ſhuffling when he turns over the leaves. This man will play like *Nero* when the City is on fire, or like *Archimedes* when it is ſacking, rather than interrupt his Game. If play hath reduced him to poverty, then he is like one a drowning, who faſtens upon any thing next at hand. Amongſt other of his ſhipwracks, he hath happily loſt ſhame, and this want ſupplies him. No man puts his brain to more uſe than he; for his life is a daily invention, and

each

each meal a new ſtratagem, and like a flie will boldly ſup at every man's cup. He will offer you a quart of Sack out of his joy to ſee you, and in requital of this courteſie you can do no leſs than pay for it. His borrowings are like *Subſidies*, each man a ſhilling or two, as he can well diſpend, which they lend him not with the hope to be repaid, but that he will come no more. Men ſhun him at length as they do an Infection, and having done with the Aye as his cloaths to him, hung on as long as he could, at laſt drops off.

CHAP. I.

Of BILLIARDS.

THe Gentile, cleanly and moſt ingenious Game at Billiards had its firſt original from *Italy*, and for the excellency of the Recreation is much approved of, and plaid by moſt Nations in *Europe*, eſpecially in *England*, there being few Towns of note therein which hath not a publick Billiard-Table, neither are they wanting in many Noble and private Families in the Country, for the recreation of the mind and exerciſe of the body.

The form of a Billiard-Table is oblong, that is, ſomething longer than it is broad; it is rail'd

round, which rail or ledge ought to be a little swell'd or stuft with fine flox or cotton: the superficies of the Table must be covered with green-cloth, the finer and more freed from knots the better it is: the Board must be levell'd as exactly as may be, so that a Ball may run true upon any part of the Table without leaning to any side thereof; but what by reason of ill-season'd boards which are subject to warp, or the floar on which it stands being uneven, or in time by the weight of the Table, and the Gamesters yielding and giving way, there are very few Billiard-Tables which are found true; and therefore such which are exactly level'd are highly valuable by a good Player; for at a false Table it is impossible for him to show the excellency of his Art and Skill, whereby Bunglers many times by knowing the windings and tricks of the Table have shamefully beaten a very good Gamester, who at a true Table would have given him three in five.

But to proceed in the description thereof; at the four corners of the Table there are holes, and at each side exactly in the middle one, which are called Hazards, and have hanging at the bottoms Nets to receive the Balls, and keep them from falling to the ground when they are hazarded. I have seen at some Tables Wooden Boxes for the hazards, six of them as aforesaid, but they are nothing near so commendable as the former, because a Ball struck

hard

hard is more apt to flie out of them when ſtruck in.

There is to the Table belonging an Ivory Port, which ſtands at one end of the Table, and an Ivory King at the other, two ſmall Ivory Balls and two Sticks; where note if your Balls are not compleatly round, you can never expect good proof in your play: your Sticks ought to be heavy, made of *Braſile*, *Lignum vitæ*, or ſome other weighty wood, which at the broad end muſt be tipt with Ivory; where note, if the heads happen to be looſe, you will never ſtrike a ſmart ſtroke, you will eaſily perceive that defect by the hollow deadneſs of your ſtroak and faint running of your Ball.

The Game is five by Day-light, or ſeven if odds be given, and three by Candle-light or more according to odds in Houſes that make a livelihood thereof; but in Gentlemens houſes there is no ſuch reſtriction; for the Game may juſtly admit of as many as the Gameſters pleaſe to make.

For the Lead you are to ſtand on the one ſide of the Table oppoſite to the King, with your Ball laid near the Cuſhion, and your Adverſary on the other in like poſture; and he that with his Stick makes his Ball come neareſt the King leads firſt.

The Leader muſt have a care that at the firſt ſtroke his Ball touch not the end of the Table leading from the King to the Port, but after the

firſt ſtroke he need not fear to do it, and let him ſo lead that he may either be in a poſſibility of paſſing the next ſtroke, or ſo cunningly lie that he may be in a very fair probability of hazarding his Adverſaries Ball, that very ſtroak he plaid after him.

The firſt conteſt is who ſhall paſs firſt, and in that ſtrife there are frequent opportunities of hazarding one another; and it is very pleaſant to obſerve what policies are uſed in hindering one another from the paſs, as by turning the Port with a ſtrong clever ſtroke; for if you turn it with your Stick it muſt be ſet right again; but indeed more properly he that doth it ſhould loſe one, ſometimes it is done (when you ſee it is impoſſible to paſs) by laying your Ball in the Port, or before your Adverſaries, and then all he can do is to paſs after you; if he hath paſt and you dare not adventure to paſs after him, for fear he ſhould in the interim touch the King and ſo win the end, you muſt wait upon him and watch all opportunities to hazard him, or King him; that is, when his Ball lyeth in ſuch manner that when you ſtrike his Ball may hit down the King, and then you win one.

Here note, that if you ſhould King him, and your Ball fly over the Table, or elſe run into a Hazard, that then you loſe one notwithſtanding.

The Player ought to have a curious eye, and very

very good judgment when he either intends to King his Adverſary's Ball, or hazard, in taking or quartering out juſt ſo much of the Ball as will accompliſh either; which obſervation muſt be noted in paſſing on your Adverſary's Ball, or corner of the Port. Some I have obſerved ſo skilful at this Recreation, that if they have had leſs than a fifth part of a Ball they would rarely miſs King or Hazard.

As this is a cleanly paſtime, ſo there are Laws or Orders made againſt lolling ſlovingly Players, that by their forfeitures they may be reduced to regularity and decency; wherefore be careful you lay not your Hand on the Table when you ſtrike, or let your Sleeve drag upon it, if you do it is a loſs; if you ſmoak and let the aſhes of your Pipe fall on the Table, whereby oftentimes the Cloth is burned, it is a forfeiture, but that ſhould not ſo much deter you from it as the hindrance piping is to your play.

When you ſtrike a long ſtroke, hold your ſtick neatly between your two fore-fingers and your thumb, then ſtrike ſmartly, and by aiming rightly you may when you pleaſe either fetch back your Adverſary's Ball when he lyeth fair for a paſs, or many times when he lyeth behind the King, and you at the other end of the Table, you may King him backward.

If you lie cloſe you may uſe the ſmall end of your ſtick, or the flat of the big end, raiſing

up one end over your ſhoulder, which you ſhall think moſt convenient for your purpoſe.

Have a care of raking, for if it be not a forfeiture it is a fault hardly excuſable, but if you touch your Ball twice it is a loſs.

Beware when you jobb your Ball through the Port with the great end of your Stick that you throw it not down, if you do, it is a loſs, but do it ſo handſomely that at one ſtroke without turning the Port with your Stick you effect your purpoſe; it is good play to turn the Port with your Ball, and ſo hinder your Adverſary from paſſing; neither is it amiſs if you can to make your Adverſary a Fornicator, that is having paſt your ſelf a little way, and the others Ball being hardly through the Port, you put him back again, and it may be quite out of paſs.

It argueth policy to lay a long Hazard ſometimes for your Antagoniſt, whereby he is often entrapped for raſhly adventuring at that diſtance, thinking to ſtrike your Ball into the Hazard, which lieth very near it, he frequently runs in himſelf by reaſon of that great diſtance.

There is great art in lying abſcond, that is, to lie at bo-peep with your Adverſary, either ſubtlely to gain a paſs or hazard.

Here note, if your Adverſary hath not paſt and lyeth up by the King, you may endeavour to paſs again, which if you do, and touch the King, it is two, but if thrown down you loſe: Some inſtead of a King uſe a ſtring and a bell, and

and then you need not fear to have the end, if you can paſs firſt; this is in my judgment bungling play, there being not that curious art of finely touching at a great diſtance a King that ſtands very ticklishly.

For your better underſtanding of the Game read the enſuing Orders. But there is no better way than practice to make you perfect therein.

ORDERS *to be obſerved by ſuch who will play at Billiards.*

1. IF the Leader touch the end of the Table with his Ball at the firſt ſtroke he loſeth one.

2. If the Follower intend to hit his Adverſaries Ball, or paſs at one ſtroke he muſt ſtring his Ball, that is, lay it even with the King, or he loſeth one.

3. He that paſſeth through the Port hath the advantage of touching the King which is one if not thrown down.

4. He that paſſeth twice, his Adverſary having not paſt at all, and toucheth the King without throwing him down wins two ends.

5. He that paſſeth not hath no other advantage than the Hazards.

6. He that is a Fornicator (that is, hath paſt

through the back of the Port) he must pass twice through the fore-part, or he cannot have the advantage of passing that end.

7. He that hits down the Port or King, or hazards his own Ball, or strikes either Ball over the Table loseth one.

8. He that hazards his Adversarie's Ball, or makes it hit down the King, winneth the end.

9. If four play, two against two, he that mistakes his stroke loseth one to that side he is of.

10. He that after both Balls plaid, removes the Port without consent, or strikes his Ball twice together, or that his Adversaries Ball touch his Stick-hand, Clothes, or playeth his Adversaries Balls, loseth one.

11. He that sets not one Foot upon the ground when he strikes his Ball shall lose an end, or if he lays his hand or sleeve on the Cloth.

12. A stander by though he betts shall not instruct, direct or speak in the Game without consent, or being first asked; if after he is advertised hereof he offend in this nature, for every fault he shall instantly forfeit Two pence for the good of the Company, or not be suffer'd to stay in the Room.

13. He that plays a Ball, while the other runs, or takes up a Ball before it lie still, loseth an end.

14. He

14. He that removes the Port with his Stick when he ſtrikes his Ball, and thereby prevents his Adverſaries Ball from paſſing, loſeth an end.

15. All Controverſies are to be decided by the Standers by, upon asking judgment. Here note, that whoſoever breaks the King forfeits a ſhilling, for the Port ten ſhillings, and each Stick five ſhillings.

16. Five ends make a Game by Day-light, and three by Candle-light.

The ORDERS in Verſe, as I found them fram'd for a very ancient BILLIARD-TABLE.

1. *THe Leading-ball the upper end may'nt hit;*
For if it doth, it loſeth one by it.
2. *The Follower with the King lie even ſhall*
If he doth paſs or hit the others ball;
Or elſe loſe one: the like if either lay
Their arm or hand on board when they do play.
3. *That man wins one who with the others ball*
So ſtrikes the King that he doth make him fall.
4. *If ſtriking at a hazard both run in,*
The ball ſtruck at thereby an end ſhall win.
5. *He loſeth one that down the Port doth fling;*
The like doth he that juſtles down the King.

6. *He*

6. *He that in play the adverse ball shall touch*
With stick, hand, or cloaths forfeits just as much.
7. *And he that twice hath past shall touch the King,*
The other not past at all shall two ends win.
8. *If both the balls over the Table flie,*
The striker of them loseth one thereby.
And if but one upon the board attend,
The striker still the loser of the end.
9. *One foot upon the ground must still be set,*
Or one end's lost if you do that forget:
And if you twice shall touch a ball e're He
Hath struck between an end for him is free.
10. *If any Stander-by shall chance to bet,*
And will instruct, he then must pay the set.
11. *The Port or King being set, who moves the same*
With hand or stick shall lose that end or Game.
12. *He that can touch being past, or strike the other*
Into the Hazard is allowed another.
13. *If any Stander-by shall stop a ball,*
The Game being lost thereby he pays for all.
14. *If any past be stricken back again,*
His pass before shall be accounted vain.
15. *He that breaks any thing with violence,*
King, Port, or Stick is to make good th'offence.
16. *If any not the Game doth fully know*
May ask another whether it be so.
Remember also when the Game you win,
To set it up for fear of wrangling.
17. *He that doth make his ball the King light hit,*
And holes th'other scores two ends for it.

There

There are ſeveral other Orders which only concern the Houſe which I omit, as impertinent to the Rules of playing at Billiards.

Since Recreation is a thing lawful in it ſelf if not abuſed, I cannor but commend this as the moſt gentile and innocent of any I know, if rightly uſed; there being none of thoſe cheats to be plaid at this as at ſeveral other Games I ſhall hereafter mention. There is nothing here to be uſed but pure art; and therefore I ſhall only caution you to go to play, that you ſuffer not your ſelf to be over-matcht, and do not when you meet with a better Gameſter than your ſelf condemn the Table, and do nor ſwear as one did playing at *Nine-Pins*, this *L. N.* hath put falſe pins upon me.

To conclude, I believe this Paſtime is not ſo much uſed of late as formerly, by reaſon of thoſe ſpunging Caterpillars which ſwarm where any Billiard-Tables are ſet up, who making that ſingle Room their Shop, Kitching and Bed-chamber; their Shop, for this is the place where they wait for ignorant Cullies to be their Cuſtomers; their Kitching, for from hence comes the Major part of their proviſion, drinking and ſmoaking being their common ſuſtenance; and when they can perſwade no more Perſons to play at the Table, they make it their dormitory, and ſleep under it; the Floor is their Feather-bed, the legs of the Table their Bed-poſts, and the Table the Teſter; they dream of nothing but *Hazards*, being

being never out of them, of *passing* and *repassing*, which may be fitly applied to their lewd lives, which makes them continually pass from one Prison to another till their lives are ended; and there is an end of the Game.

CHAP. II.

Of TRUCKS.

Trucks is an *Italian* Game, and is much used in *Spain* and *Ireland*; it is not very unlike *Billiards*, but more boisterous, and in my opinion less gentile.

It is a pastime less noted in *England*, wherefore the Tables are rarely met withal; one I have seen at *Tower-hill*, but so bunglingly composed, and so irregularly form'd and fram'd, that it was fit for none to play at but such who never saw or plaid at any other than that.

A right *Truck-table* ought to be somewhat larger than a *Billiard-table*, being at least three foot longer than it is broad and covered with Green Cloth, but it need not be every whit so fine as the former.

It hath three holes at each end, besides the corner-holes; the middlemost at one end stands directly against the *Sprigg* which stands for the King at *Billiards*, and the other end, middlemost

moſt hole, ſtands exactly againſt the *Argolio*, which is in the nature of a port at *Billiards*. Of each ſide there are ten holes, none of theſe have nets to receive the Balls, and therefore it is a ſport more troubleſome than *Billiards*.

The *Argolio* ſtands as the Port at *Billiards* as aforeſaid, and is made of a ſtrong hoop of Iron faſtned to the Table, that it cannot ſtir, having a wider paſſage than a Port, and in its bending is higher from the Board.

The Sprigg is another piece of Iron, about the thickneſs of a Man's little finger, and is taller than the Billiard King, and driven into the Board, ſo that it is immovable.

The Tacks with which they play, are much bigger than Billiard Sticks, and are headed at each end with Iron; the ſmall end is round from the middle, or farther running taperwiſe, but the great end is flat beneath, though rounding a top; good Gameſters play for the moſt part with the ſmall end.

The Balls are made of Ivory, and are in bigneſs like Tennis-balls, and require much art in their rounding, for otherwiſe they will never run true.

You may lead as you do at Billiards, but that is lookt upon as bungling play; the beſt Artiſts at this Game uſually bank at the fourth Cuſhion from the end where the Argolio ſtands, and is commonly markt for diſtinction with a little chalk.

The

The Game, becauſe it is ſooner up than Billiards, is Nine, and ſometimes Fifteen, or indeed as many, or as few as you pleaſe.

He that leads muſt have a care he hit not the end, for that is a loſs, but he may bank if he pleaſe; if the Leader lie in paſs, the Follower muſt hit him away if he can, for if he paſs it is ten to one but he wins the end, becauſe he may boldly ſtrike at the Sprigg. If the Leader lies not in paſs, he may either ſtrike at him or lye as well to paſs as the former, and then all the ſtrife lyeth in trucking one another, or ſtriving who ſhall paſs firſt.

In paſſing here is this ſubtlety to be obſerved, if your Adverſary's Ball lie ſtraight before the Argolio, and yours lies a little behind it, and it is your ſtroke, you would think it impoſſible to paſs by reaſon of that obſtruction, whereas it is eaſily done thus, take the ſmall end of your Tack, and ſet it ſloaping behind your Ball, but touch it not, for if you do, you loſe the end; then bend your fiſt, and give your Stick a ſmart cuff, and it will raiſe your Ball over your Adverſary's through the Port with much facility, this is called by Artiſts, falkating all that the follower can do to ſave the end, is (lying as he doth juſt againſt the Sprigg) to paſs and touch the Sprigg at one ſtroke, and that is two; if he touch not the end, is the others, if in ſtriking the Sprigg too hard, he run not out of one hole or other, and then he loſeth.

For

For the advantage of striking you may lay one hand on the Table, arm, *&c.* without forfeiture; but you must not touch your Ball with your sleeve or hand without leave first obtained under the loss of the end. As thus, you may not know which is your Ball, upon this you cry, *By your leave, Sir,* and then you may take it up and see by the mark whether it be yours or not.

If you truck your Adversary's Ball it is one, but if you do it and run out, or flye over the Table, you lose one, so if you strike at your Adversary's Ball, and one or both flye over the Table it is a loss to you.

If after you have past you truck your Adversary's Ball and hit the Sprigg, it is three; if you pass at one stroke, truck your Adversary's Ball and hit the Sprigg, you win four; this is very rarely done, as you may well imagine, yet I have seen it done, but never done by design, but casually; there is much art in holding your Tack rightly, the best way I can inform you is to hold the great end in your right hand, and level the small end over your fore-finger and thumb, leaning your left arm on the Table, for the more steddy and direct guidance of your Tack to transmit the Ball to what part of the Table you shall think most requisite, and when you intend a smart stroke let your shove be brisk.

In short, I must leave this as all other Games

to

to your obſervation and practice; only this let me adviſe you, if any difference ariſe, leave it to the judgment of the Table, to decide the Controverſie, but end it not with your lives, by uſing two ſuch clubbing Arbitrators as you play with, for with one ſtroke (they are ſo ſtrong and heavy) they are ſufficient to daſh out a Man's brains, and by the ſeveral great miſchiefs have been done thereby be adviſed not to fall into the like dangerous raſhneſs.

One thing I had almoſt forgot, and that is, if you fulkate over hand be very careful how you ſtrike your Ball, for by careleſneſs or miſſing your Ball you frequently wound the Table. Now fulkating over hand, is, when you lie near the Cuſhion for a paſs, and your Adverſary's Ball lies directly before yours, to make yours to jump over his through the Argolio, you muſt ſtrike a ſtrong ſtroke, ſloaping downwards, which will make your Ball mount aloft.

Orders for a Truck-Table.

1. IF the Leader touch the end, it is the loſs of one.

2. If the Follower intend to hit his Adverſary's Ball from the paſs at the firſt ſtroke he muſt ſtring his Ball even with the Sprigg, or loſeth one.

3. He that paſſeth and firſt hits the Sprigg wins one.

4. He

4. He that passeth twice and hits the Sprigg wins two.

5. He that passeth backward (and is called a Fornicator) he must pass twice through the fore-part, or he cannot have the advantage of passing that end.

6. He that trucks his own Ball, or strikes it, or his Adversary's over the Table, loseth one.

7. He that trucks his Adversary's Ball wins two.

8. He that toucheth his Adversary's Ball with Hand, Stick, or Clothes, or strikes it for his own, loseth one.

9. He that passeth and toucheth at a stroke, wins two.

10. He that having past trucks his Adversaries Ball and hits the Sprigg with his own, wins three.

11. Lastly, he that passeth, trucketh his Adversary's Ball and hits with his own the Sprigg, wins four.

There are other trivial Orders, which for brevity sake I here omit.

CHAP. III.

Of BOWLING.

BOwling is a Game or Recreation, which if moderately uſed is very healthy for the body, and would be much more commendable than it is, were it not for thoſe ſwarms of Rooks which ſo peſter Bowling-Greens, Bares, and Bowling-Alleys where any ſuch places are to be found, ſome making ſo ſmall a ſpot of ground yield them more annually than fifty Acres of Land ſhall do elſewhere about the City, and this done, cunning, betting, crafty matching, and baſely playing booty.

In Bowling there is a great art in chuſing out his ground, and preventing the windings, hanging, and many turning advantages of the ſame, whether it be in open wide places, as Bares and Bowling greens, or in cloſe Bowling-Alleys. Where note that in Bowling the chuſing of the Bowl is the greateſt cunning. Flat Bowls are beſt for cloſe Alleys; round byaſſed Bowls for open grounds of advantage, and Bowls round as a Ball for green ſwarths that are plain and level.

There is no adviſing by writing how to bowl, practice muſt be your beſt tutor, which muſt adviſe you the riſings, fallings, and all the ſeveral advan-

advantages that are to be had in divers Greens, and Bowling-Alleys; all that I ſhall ſay, have a care you are not in the firſt place rookt out of your money; and in the next place you go not to theſe places of pleaſure unſeaſonably, that is when your more weighty buſineſs and concerns require your being at home, or ſome-where elſe.

The Character of a Bowling-Ally and Bowling-Green.

A Bowling-Green, or Bowling-Ally is a place where three things are thrown away beſides the Bowls, *viz.* Time, Money and Curſes, and the laſt ten for one. The beſt ſport in it, is the Gameſters, and he enjoyns it that looks on and betts nothing. It is a School of wrangling, and worſe than the *Schools*; for here men will wrangle for a hairs bredth, and make a ſtir where a ſtraw would end the controverſie. Never did *Mimmick* ſcrew his body into half the forms theſe Men do theirs; and it is an Article of their Creed, that the bending back of the body or ſcrewing in of their ſhoulders is ſufficient to hinder the over-ſpeed of the Bowl, and that the running after it adds to its ſpeed. Though they are skilful in ground, I know not what grounds they have for loud lying, crying

ſometimes the Bowl is gone *a mile, a mile*, &c. when it comes ſhort of the Jack by ſix yards, and on the contrary crying *ſhort, ſhort*, when he hath overbowled as far. How ſenſleſs theſe Men appear when they are ſpeaking ſenſe to their Bowls, putting confidence in their intreaties for a good caſt! It is the beſt diſcovery of humours, eſpecially in the loſers, where you may obſerve fine variety of impatience, whilſt ſome fret, rail, ſwear, and cavil at every thing, others rejoyce and laugh, as if that was the ſole deſign of their creation.

To give you the Moral of it, it is the Emblem of the World, or the Worlds ambition, where moſt are ſhort, over, wide or wrong byaſſed, and ſome few juſtle in to the *Miſtreſs*, Fortune! And here it is as in the Court, where the neareſt are the moſt ſpighted, and all Bowls aim at the other.

CHAP. IV.

Of a Game at Cheſs.

Cheſs is a Royal Game and more difficult to be underſtood than any other Game whatever, and will take up ſometimes in the playing ſo long a time that I have known two play a Fortnight at times before the Game hath been

been ended: and indeed I believe the tediouſneſs of the Game hath caus'd the practice thereof to be ſo little uſed; however ſince this paſtime is ſo highly ingenious that there is none can parallel it, I ſhall here lay down ſome brief Inſtructions tending to the knowledge thereof.

The firſt and higheſt is a *King*, the next in height is a *Queen*, the cloven heads are *Biſhops*; they who have heads cut aſlaunt like a feather in a Helmet are called *Knights*, the laſt are called *Rooks*, with a round button'd cap on his head, and theſe ſignifie the Country and Peaſantry, the *Pawns* are all alike, and each Nobleman hath one of them to wait upon him.

The Cheſs-men ſtanding on the board, you muſt place the White K ng in the fourth houſe being black from the corner of the field in the firſt and lower rank, and the black King in the white houſe, being the fourth on the other ſide in your Adverſaries firſt rank oppoſite to the white King; then place the white Queen next to the white King in a white houſe, which is the fourth on that ſide of the field; likewiſe the black Queen in a black houſe next to a black King in the ſame rank.

Then place on the other ſide of the King in the ſame rank, firſt a Biſhop, becauſe he being a Man of counſel is placed before the Knight, who is a man of action or execution; the Knight after the Biſhop, and after the Knight place the Rook (who is the peaſant or Country-man) in

the last place or corner of the field: place also on the Queens side and next to her a Bishop, next a Knight and then a Rook; the Pawns take up the last place; one of which you must place before each Nobleman as Attendants, so that these great or Noblemen fill up the first rank and the Pawns the second from one corner of the field to the other, and as many great Men and Pawns as belong to the King so many hath the Queen, *viz.* three great men and four Pawns a-piece, that is, one Bishop, one Knight, and one Rook with their Pawns.

Having thus placed and ordered your men, you must in the next place consider their march, how they advance and take guard and check.

The Pawns do commonly begin first the onset, and their march is forward in their own file, one house at once only and never backward; for the Pawns alone never retreat, the manner of his taking men is side-ways in the next house forward of the next file to him on either side, where when he hath captivated his enemy, and placed himself in his seat, he proceeds and removes forward one house at once in that file, until he find an opportunity to take again.

The Pawn guards a Piece of his side which stands in that place, where if it were one of the contrary party he might take it. In like manner the Pawn checks the King, *viz.* as he takes not as he goes, which Check if the adverse King cannot shun either by taking up the Pawn himself

(if

(if the Pawn be unguarded, or occaſion his taking by ſome of his Pieces, he muſt of neceſſity remove himſelf out of the Pawns Check) or if it lie not in his power it is Pawn-Mate, and ſo the Game is ended, and loſt by him whoſe King is ſo Mate.

The Rook goes backward and forward in any file and croſs-ways to and fro in any rank as far as he will, ſo that there ſtands no piece between him and the place he would go to. Thus he doth guard his own and check the King alſo, which check if the King can neither cover by the interpoſition of ſome piece of his between the checking Rook and himſelf, nor take the Rook, nor be the cauſe of his taking, he muſt remove himſelf out of that check or it is Mate, and the Game is up.

The Knight skips forward, backward and on either ſide from the place he ſtands in to the next ſave one of a different colour, with a ſideling march or a ſloap, thus he kills his enemies, guards his friends, and checks the King of the adverſe party, which becauſe (like the Pawns check) it cannot be covered, the King muſt either remove or courſe the Knight to be taken (for he himſelf cannot take the Knight that checks him) or its Mate, and the Game is up.

The Biſhop walks always in the ſame colour of the field that he is firſt placed in, forward and backward, aſloap every way as far as he liſts; provided, that the way be clear between him

and the place he intends to go to: thus he rebukes the adverſary, guards his conſorts, and checks the adverſe King, which not being avoided as aforeſaid, is Mate to him and the Game is ended.

The Queens walk is more univerſal; for ſhe goes the draughts of all the aforenamed pieces, (the Knights only excepted, for her march is not from one colour to the other aſloap) ſo far as ſhe liſteth finding the way obſtructed by any piece, and thus ſhe diſturbs her Adverſaries, protects her ſubjects, and mates the King, unleſs (as aforeſaid) he removes, covers, takes, or cauſes her to be taken, otherwiſe it is his Mate and the Game is concluded.

The Kings draught is from his own to the next to him any way, that either is empty of his own ſubjects, or where he may ſurprize any unguarded enemy, or where he may ſtand free from the check of any of the adverſe party. Thus he confounds his foes, defends his friends, but checks not the King his enemy, who never check one another; for there muſt ever be one houſe or place at leaſt between the two Kings, though unpoſſeſt of any other piece; and if one King be compel'd to flie for refuge to the King of the adverſe party, then it is Mate or a Stale, and ſo he that gives the firſt wins the Game. Let this ſuffice for the various draughts and ſeveral walks of the Cheſs-men: but this is not all, I ſhall give you ſome other Inſtructions as brief as I may, and

and refer the reſt to your own obſervation.

Kings and Queens have ſeven a piece to attend them. The King whether white or black guards five perſons before he goes forth, and being once advanced into the field, though it be but into the ſecond houſe, he then and afterwards in his March guards eight houſes till he come again to one ſide or other of the field.

The five the King guards before his March, are the Queen, the Biſhop, his own, his Queens, and his Biſhops Pawn.

The Queen protects her King, and Biſhop, her Kings, her Biſhops, and her own Pawn. Thus the Queen guards as many as the King before ſhe goes forth, and after till the Game be won or loſt.

The Kings Biſhop guards the Kings Pawn, and his Knights, the Queens Biſhop guards, the Queens Pawn and her Knights guard but three houſes apiece before they go forth; but after they are marched off from the ſide of the field, they guard as many houſes as the King and Queen do. Thoſe houſes which the Knights guard ere they go out, are the Kings. The Knight guards the Kings Pawn, and the third houſe in the front of the Kings Biſhops Pawn, and the third houſe in the front of the Kings Rooks Pawn.

The Queens Knight guards her Pawn, and the third houſe in the front of her Biſhops Pawn, alſo the third houſe in the front of her Rooks Pawn. The Kings Rook guards his own Pawn, and

and the Kings Knight and no more till he be off of the ſide of the field, and then he guards four houſes, and the ſame does the Queens Rook. The Pawns likewiſe guard theſe places before they be advanced into the field, *viz.* The Kings Pawn guards the third houſe before the Queen, and the third before the Kings Biſhop, the Queens Pawn guards the third houſe before the King, and the third before her Biſhop. The Kings Biſhop's Pawn guards the third houſe before the King, and the third before the Kings Knight. The Queens Biſhop's Pawn guards the third houſe before the Queen, and the third before the Queens Knight. The Kings Knights Pawn guards the third houſe before the Kings Biſhop, and the third before the Kings Rook. The Queens Knight's Pawn guards the third houſe before the Queens Biſhop, and the third before the Queens Rook. The Kings Rooks Pawns, and the Queens Rooks Pawn guard but one houſe apiece, that is to ſay, the third houſes before the Knight, becauſe they ſtand on the ſide of the field.

Next conſider the value of the great men. The King expoſeth not himſelf to danger upon every occaſion, but the Queen is under him as General, and doth more ſervice than any two great Men beſides; and when it happens that ſhe is loſt, her King moſt certainly loſeth the field, unleſs the Adverſary knows not how to make uſe of ſo great an advantage. Wherefore

if

if a King loſe two or three of his beſt men in taking the opponents Queen, yet he hath the beſt of it, if he can but manage his Game rightly.

Next to the Queen in value is the Rook, and is as much in worth above the Biſhop and Knight, as the Queen is above him; ſo that a Rook is more worth than two Biſhops, or two Knights, becauſe he can give a Mate by the help of the King, which no other piece can do, unleſs plaid with excellent skill.

Biſhops are accounted better than Knights, becauſe they can give a Mate with a King when no other men are left to help them, with more eaſe than the Knights can; for they ſeldom or never do it: yet it is more dangerous to loſe a Knight than a Biſhop, becauſe the Knights check is more dangerous than the Biſhops; for the Biſhop is tyed to one colour of the field out of which he cannot paſs, but the Knight paſſeth through all the houſes of the field; the Biſhops check may be covered, the Knights cannot; beſides if it fall out that one of the Kings hath no other men left but his Biſhops, and the other King none but his Knights, the Knights with their checks can take the Biſhops one after another, becauſe the Biſhops cannot guard each other, which the Knights can do; ſo that at the beginning of the Game it is better to loſe Biſhops for the Adverſaries Knights, than the contrary.

The

The difference of the worth of Pawns is not ſo great as that of Noblemen, becauſe there is not ſuch variety in their walks, only thus much, the Kings Biſhop's Pawn is the beſt in the field among the Pawns, and therefore the Gameſter ought to be very careful of him; for if it ſhould happen that the black King loſe his Biſhop's Pawn to gain the white Kings Pawn, the black Kings loſs is the greater, becauſe he cannot after this accident make a rank of Pawns of three of a rank on that ſide of the field for his own ſecurity, which is a great diſadvantage, ſo that it is better for either of the Kings to loſe his own Pawn than his Biſhops.

But if you ſhould object that the King which loſeth his Biſhops Pawn may relieve himſelf on the other ſide of the field, turning to his Queens Rooks quarters, where he ſhall have Pawns to ſuccour him, I anſwer, 'tis true, he may do ſo, but he will be a longer time in effecting his buſineſs, becauſe there are more pieces between him and his Queens Rooks by one draught than between his own Rook and himſelf; ſo that in playing that draught he indangers the whole Game if his adverſary know how to make uſe of advantages. The Kings Pawn is next in worth, which oftentimes keeps the King from check by diſcovery; then the Queens Pawn is next, and after that the Knights, and laſt of all the Rooks Pawns, becauſe they guard but one houſe apiece in the field.

The

The King and the Pawn have certain priviledges granted them, which none of the other Cheſs-men have; as for inſtance, The King whoſe remove (as hath been already mentioned) is from the place of his ſtanding at any time to the next houſe in file or rank of any ſide (that is one only ſtep at once,) yet if at any time his rank be empty of his men, ſo that no one ſtands between the King and the Rook of either corner, the King may then ſhift or change with what Rook he pleaſeth, between whom and himſelf the way ſtands clear from other men; and that for his better ſecurity, provided, that neither the King nor the Rook he intends to change with, hath not as yet been removed from the place of their firſt ſtanding. Now the manner of the Kings ſhifting or changing with a Rook is thus:

The rank cleared as aforeſaid, and neither King nor Rook having yet ſtirred, he may go two draughts at once to his own Rook, and ſo towards his Queens Rook, cauſing the Rook he changeth with to change his place, and come and ſtand by him on the other ſide; that is, his own Rook in the Biſhops place, and the Queens Rook in the Queens place, and either of theſe changes but for one draught. This is the Kings firſt prerogative.

The ſecond is, that whereas any man may be taken by any adverſary, if he be brought ſo near as to come within the compaſs, the King cannot, but he is only to be ſaluted by his adverſary with

with the word check, adviſing him thereby to look about him the more warily, and provide for his own ſafety: now if that adverſary do this unguarded ſo near the King, he may ſtep thither by his true draught, and the King may ſtay him with his own hand, if he judge it convenient.

As for the Pawn, the firſt priviledge he hath, is, that whereas his walk is but to the next houſe forward in his own file at once when he marcheth, and to the next houſe ſide-long forward of the next file of either ſide, when he takes, I ſay, his priviledge is, that he may remove to the ſecond houſe forward, which is the fourth rank in his own file for his firſt draught, and ever after but one forward at once.

The ſecond priviledge is greater, and that is, when any Pawn is come ſo far as to the firſt rank of the adverſary, and ſeats himſelf in any of his Noble houſes, he is dignified for this fact with the name and power of a Queen, and ſo becomes chief of his own Kings forces if the firſt Queen were ſlain before, and if the firſt Queen be yet ſtanding in the field, the Pawn coming to the rank aforeſaid in any houſe whatſoever, may there make what piece you pleaſe which you have already loſt.

Some are of opinion that Cheſs as well as Draughts may be plaid by a certain Rule, indeed I am partly inclined to believe it notwithſtanding that moſt are of a contrary opinion.

The

The firſt remove is an advantage, and therefore you muſt draw for who ſhall have the firſt draught, which may be done with a black and white man diſtributed into either hand, and offer'd the Opponent which he will chuſe; if he chuſe his own man the firſt draught is his; but when a Game is ended, and a Mate given, he is to have the firſt Draught next Game who gave the former Mate.

The firſt remove is divers according to the judgment of the Gameſter, as ſome will firſt remove their Kings Knights Pawn one ſingle remove, that is to the third houſe in his own file, others play the Kings Rooks Pawn firſt a double draught; but the beſt way is to play the Kings Pawn firſt a double remove, that ſo if they are not prevented by their adverſaries playing the like, they may ſtill remove that Pawn forward with good guard; for he will prove very injurious to the adverſe King.

This Pawn I ſhall adviſe you to remove firſt, but not ſo venturouſly as a double remove, becauſe if you cannot guard him cunningly, then are you like to loſe him with a check to your King, by the Queens coming forth upon him to the great hazard of your Kings Rook; therefore play your Kings Rook one ſingle remove, that there may be way made for the coming forth of Queen one way two houſes aſloap, and to your Kings Biſhop the other way three houſes aſloap, and ſo upon the neglect of your adverſary

verſary he may be put to a Scholars check, at leaſt in danger of it: here note it is ill to play the Biſhops Pawn firſt, and worſe to play the Queens.

He that would be an Artiſt in this noble Game, muſt be ſo careful to ſecond his pieces, that if any man advanced be taken, the enemy may be likewiſe taken by that piece that guards or ſeconds it; ſo ſhall he not clearly loſe any man, which ſhould it fall out contrarily might loſe the Game; he muſt alſo make his paſſages free for retreat, as occaſion ſhall ſerve, leſt he be worſted.

In defending you muſt alſo be very careful that you are as able to aſſault as your enemy; for you muſt not only anſwer your adverſaries aſſault by foreſeeing his deſign by his play, and preventing it, but you muſt likewiſe deviſe plots how to peſter and grieve your aſſailant, and chiefly how to entrap ſuch pieces as are advanced by him, preventing their retreat, amongſt which a Pawn is the ſooneſt enſnared, becauſe he cannot go back for ſuccour or relief; but Biſhops and Rooks are harder to be ſurprized, becauſe they can march from one ſide of the field to the other to avoid the enſuing danger; but the Knights and Queens of all are moſt difficultly betray'd, becauſe they have ſo many places of refuge, and the Queen more eſpecially: where note as a great piece of policy, that if poſſible you conſtantly have as many guards upon any

one piece of yours as you see your enemy hath when he advanceth to take it, and be sure withall that your guards be of less value than the pieces he encountreth you with; for then if he fall to taking you will reap advantage thereby; but if you see you cannot guard yours but must of necessity lose it, then be very circumspect and see whether you can take a far better piece of his in case he takes yours, by advancing some other piece of yours in guard; for so as it often falls out, that yours which you had given over for lost may be saved, whereas no other way could have done it.

When an adverse piece comes in your way, so that by it all may be taken, consider with your self first whether it be equal in worth to yours; next whether it can do you any damage in the next Draught, if not let it alone; for as it is best to play first, so it is to take last; unless as was said you might take the piece clear, or get a better than that you lose to take it, or at least disorder him one Pawn in his taking your man that took his; but when you have the advantage be it but of one good piece for a worse, or of a Pawn clear, then it is your best way to take man for man as often as you can; besides you are to note, that whatsoever piece your adversary plays most or best withall, be sure, if it lie in your power, to deprive him thereof, though it be done with loss of the like, or of one somewhat better, as a Bishop for a Knight; for by this means

you may fruſtrate your adverſaries deſign and become as cunning as himſelf.

Now the chief aim at Chefs is to give the Mate, which is when you ſo check the King of the adverſe party, that he can neither take the checking piece (becauſe it is guarded) nor cover the check, nor yet remove out of it.

Your care ought to be in the interim how to deprive him of ſome of his beſt pieces, as his Queen or Rook; and the way to entrap a Queen is two-fold, Firſt by confining her to her King, ſo that ſhe may not remove from him for leaving him in check of an adverſe piece; Secondly, by bringing her to or eſpying her in ſuch a place as a Knight of yours may check her King, and the next draught take her. In the ſame manner you may ſerve a Biſhop if the adverſe Queen covers her ſlope-wiſe; but if ſhe ſtand not in ſuch a poſture ſhe may be brought to it; entice her thither with ſome unguarded man, which ſhe out of eagerneſs of taking for nothing, may indiſcreetly bring her ſelf into trouble.

But if you intend to catch the Queen with a Knight, imagine that the adverſe King ſtands in his own place unremoved, and that the Queen hath brought her ſelf to ſtand in that place where the Kings Rooks Pawn ſtood; firſt, ſhe ſtanding in this poſture bring if you can one of your Knights to check her King in the third houſe before his own Biſhop; and if there be no man ready to take up your Knight, immediately

ly he will take up the Queen at the next draught.

The Rooks are also to be surprized two ways; first, by playing your Bishop into your Knights Pawns first place of standing, which Bishop shall march aslope towards the adverse Rook of the opposite corner, which if you can make uncovered of the *K*nights Pawn, your Bishop will then undoubtedly take clear for nothing; the other way is like that of surprizing the Queen with a Bishop or a *K*night; where you must take notice that your adversaries Queens Rook is so much the easier to be taken with your Queens *K*night, that that *K*night at his third draught may check the *K*ing and take the same Rook at his fourth draught. There are several other ways to take a Rook, which practice must inform you.

There is an ingenious way of taking a great man for a Pawn; when you espy two great men of your adversaries standing in one and the same rank, and but one house between them, then prepare a Guard (if you have it not ready to your hand) for a Pawn, which bring up to the rank next to them in the middle or front of both of them, and without doubt, if he save the one your Pawn will take the other; this way of taking is called a *Fork* or *Dilemma*.

The neatest and most prejudicial trick you can put upon your adversary at *Chess* is a Check by discovery, which may be thus effected; observe

when you find your adverſaries King any way weakly guarded, or perhaps not at all, that is, eaſie to be checked, then before you bring that piece that can check him there to provide ſome other man in that courſe that checks him not; afterwards bring that piece of yours which will check him (your brought-piece being away) and then with all poſſible ſpeed remove away for that former piece where it may moſt annoy him, ſaying withall, *Check by diſcovery of your laſt brought a piece:* which he being compelled to cover or remove, you may do him a greater prejudice with that piece you removed from between the check at the next draught thus demonſtrated.

Suppoſe you play with the *White-men*, he removes firſt his Kings Pawn a double draught forward, you anſwer him with the like play; he then plays out his Kings Knight in front of his Kings Biſhop's Pawn, you do the like with yours: that Knight of his takes your Kings Pawn, and your Knight takes his likewiſe; he advances the Queens Pawn, and removes to chaſe away or to take your Knight; you play up your white Queen one remove before your King to frighten his Knight alſo: he thinks it better to ſave his Knight from your Queen, than take yours with his Queens Pawn; and therefore conveys him away into a more ſecure place; you play your Kings Knight in front of his Queens Biſhop's Pawn, and therewithall ſay,

Check

Check by diſcovery of your Queen; now let him cover this check by Diſcovery as well as he can, your Knight at the next draught will aſſuredly take his Queen. There are ſeveral other ways to make a diſcovery, and a Mate given with it, which is the nobleſt Mate of all.

A Queen if loſt indangers much the Game; but if there be Pawns left on either ſide, there is poſſibility of making a new Queen, and ſo by conſequence the renovation of the Game, which ten to one was loſt before: There are ſeveral ways to Mate this Queen and eſtate her in as great power as the former, for brevity ſake, two Pawns in files next one to the other, and plaid firſt one forward and the other backward cloſe together, is a good way to make a new Queen, eſpecially if any one of them be guarded underneath with a Rook, for ſo they will force their way before them, nor can any of them be taken without great difficulty and danger.

As to ſhort Mates take theſe obſervations: having both placed your men and yours the firſt draught; ſuppoſe you advance your Kings Pawn forward one ſingle remove, your adverſary plays his Kings Pawn forward a double remove in his own file; you at your ſecond draught come out with your Queen upon that Pawn, placing her in the houſe forward of your Kings Rooks file, your enemy to guard his Kings Pawn plays forth his Queens Knight into

the third Houſe of the Queens Biſhops file, you (hoping that he will not ſpy the attempt) bring not for your third draught your Kings Biſhop, which you place in the fourth houſe of your Queens Biſhops file, he not perceiving your intention judging all ſecure makes for your Queen with his Kings Knight, playing it in the front of his Kings Biſhops Pawn, either to chaſe her away or take her; you immediately upon this take up that Biſhops Pawn with your Queen, and for your fourth draught give him a Mate, which is called a *Scholars Mate*, becauſe any but young beginners may prevent it.

You may alſo give a Mate at two draughts if you encounter with a raw Gameſter, playing after this manner; firſt remove his Kings Biſhops pawn a ſingle draught (which is ill play at firſt) you your Kings Pawn a ſingle remove, he his Kings Knights Pawn advanced a double remove for his ſecond draught, you bringing out your Queen into the fifth houſe of your Kings Rooks file give him a Mate at your ſecond draught.

There is another called a *Blind-Mate*, and that is when your Adverſary gives you a check that you cannot avoid by any means, and is indeed a *Mate abſolute*; but he not ſeeing it to be a Mate, ſays only to you *check*, and it is therefore called a *Blind-Mate*; this ſhould be both loſs of Game and ſtake if you before agree not to the contrary.

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A *Stale* may be termed a Mate and no Mate, an end of the Play but no end of the Game, becauſe it properly ſhould be ended with a *Check-Mate*. The Stale is thus: when his King hath the worſt of the Game, and brought to ſuch a ſtrait, that he hath but one place to flie unto, and the purſuing King is ſo unadviſed as to bar him of that place or ſtop it without checking him, the diſtreſſed King being no way able to remove but in Check, and having no other piece of his own that he can play, then it is a *Stale* and a loſt Game to him that gives it. Therefore he that follows the flying King gives him check as long as he hath any place to flye to; but when he hath none left to avoid his check, let him then ſay *check-Mate*, and both Game and Stake are won.

Laſtly, there is another term uſed in Cheſs-playing, and that is called a *Dead-Game*, which makes (if I may ſay improperly) an endleſs end of the Game, both Gameſters ſaving their Stakes: and thus it is, when the Aſſailant falls to take all that comes near, careleſly giving man for man, ſo that it happens that either King hath but one man apiece left him, the Aſſailant following his eager purſuit takes his Adverſaries man, not minding that his King can take his alſo, ſo that the Kings loſing all their men and they being ſo unable to come ſo near as to grapple the Game is ended, but the Stakes on both ſides are ſaved.

I shall conclude this Game with the Laws of Chess, which are these following.

1. What Piece soever of your own you touch or lift from the point whereon it standeth, you must play it for that draught if you can, and into what house you set your Man there it must stand for that draught, according to the saying at this Game, *Touch and take, out of hand and stand.*

2. If you take up your Adversaries man, and after think best to let it stand untaken, before you set your piece in place thereof, you must cry him mercy or lose the Game.

3. If your Adversary play a false draught, and you see it not till you play your next draught 'twill then be too late to challenge him for it.

4. If you play a false draught through mistake, and your Adversary take no notice for his advantage, and plays his next draught, you cannot recall it.

5. If you misplace your men, and so play awhile, and then discover it, it lies in your Adversaries power to continue or begin the Game.

6. Pawns may be plaid a double remove forward for their first draught, but no Pawn hath that priviledge without permission, on whose next file on either side a Pawn of your Adversaries is already advanced as far as your fourth rank.

7. The

7. The standing of the King ought to be certain in his shifting and not as you please to place him as some men play.

8. If your King stand in the check of any adverse piece, and you have plaid one draught or more without avoiding the check, your Adversary may say, *check* to you when he listeth, and for your draught then make you avoid that check you stood in, though it may be to your great peril.

9. If any one condition by wager, that he will give Mate or win the Game, and the Adversary brings it to a *Dead-Game*, though he save the first Stake yet he loseth the Wager.

10. He that gives over the Game before it is finished, without the consent of his Adversary, loseth his Stake.

Many more Observations might be here inserted for the understanding of this noble Game, which I am forced to wave to avoid prolixity.

CHAP. V.

Principal Games on CARDS.

PICKET.

BEfore you begin the Game at Picket, you must throw out of the Pack the *Deuces*, *Treys*, *Fours* and *Fives*, and play with the rest of

of the *Cards*, which are in number thirty and six.

The usual *Set* is an hundred, not but that you may make it more or less; the last Card deals and the worst is the Dealers.

The Cards are all valued according to the number of the spots they bear, the Ace only excepted, which wins all other Cards, and goes for eleven.

The Dealer shuffles, and the other cuts, delivering what number he pleaseth at a time, so that he exceed not four nor deal under two, leaving twelve on the Table between them.

He that is the elder, having lookt over his Cards, and finding never a Court-Card among them, says *I have* a blank, and I intend to discard such a number of Cards, and that you may see mine, discard you as many as you intend; this done, the Eldest shows his Cards and reckons ten for the blank, then taking up his Cards again he discards those which he judgeth most fit: here note he is always bound to that number which he first propounded. This being done, he takes in as many from the Stock as he laid out; and if it should chance to fall out that the other hath a *Blank* too, the youngers *Blank* shall bar the former and hinder his *Picy* and *Repicy*, though the eldest hands *Blank* consists of the biggest Cards.

It is no small advantage to the eldest to have the benefit of discarding, because he may take

in

in eight of the twelve in the Stock diſcarding as many of his own for them, not but that if he find it more advantageous he may take in a leſs number; after this the Antagoniſt may take in what he thinks fit, acquitting his hand of the like number. Here note, that let the Game be never ſo good, the Gameſters are both obliged to diſcard one Card at leaſt. After the diſcarding you muſt conſider the *Ruff*, that is how much you can make of one ſuit; the eldeſt ſpeaks firſt, and if the youngeſt makes no more the *Ruff* is good, and ſets up one for every ten he can produce; as for example, for thirty reckon three, for forty four, and ſo onward; withall take notice you are to count as many for thirty five as for forty, and as much for forty five as fifty, and ſo of the reſt; but from thirty five to thirty nine you muſt count no more than for thirty five, and ſo from thirty to thirty four count no more than for thirty; and this Rule is to be obſerved in all other higher numbers.

As for *Sequences* and their value after the *Ruff* is plaid, the Elder acquaints you with his *Sequences* (if he have them) and they are *Tierces*, *Quarts*, *Quints*, *Sixieſms*, *Septieſms*, *Huictieſms* and *Neufieſms*, as thus; ſix, ſeven, and eight; nine, ten, and Knave; Queen, King, and Ace; which laſt is called a Tierce Major, becauſe it is the higheſt. A Quart is a ſequence of four Cards, a Quint of five, a Sixiſm of ſix, *&c.* Theſe Sequences take their denomination

tion from the higheſt Card in the Sequence. It is a Tierce Major or a Tierce of an Ace when there is Queen, King and Ace, a Tierce of a King when the King is the beſt Card; a Tierce of a Queen when there is neither King nor Ace, and ſo till you come to the loweſt Tierce, which is a Tierce of an eight. You muſt reckon for every Tierce three, for a Quart four, but for a Quint fifteen, for a Sixieſm ſixteen, and ſo upward; now what ever you can make of all you muſt add to your Blank, and count the whole together.

Here note that the biggeſt Tierce, Quart, or other Sequence, although there be but one of them, makes all the others leſs Sequences uſeleſs unto him be they never ſo many; and he that hath the biggeſt Sequence by vertue thereof reckons all his leſs Sequences, though his Adverſaries Sequences be greater, and otherwiſe would have drowned them.

Farther obſerve, that a Quart drowns a Tierce, and a Quint a Quart, and ſo of the reſt, ſo that he who hath a Sixieſm may reckon his Tierces, Quarts, or Quints, though the other may happen to have Tierce, Quart, *&c.* of higher value than the others are that hath the Sixieſm; trace the ſame method in all the other like Sequences.

After you have manifeſted your Sequences, you come to reckon your three Aces, three Kings, three Queens, three Knaves, or three Tens,

Tens, as for Nines, Eights, Sevens, and Sixes, they have no place in this account; for every Ternary you count three, and they are in value as it is in Sequences; Aces the higheſt and beſt, Kings next, after theſe Queens, then Knaves, and laſt of all Tens. The higher drowns the lower here as in the Sequences. He that hath three Aces may reckon his three Queens, Knaves, or Tens, if he have them, though the other hath three Kings; and this is done by reaſon of his higher Ternary. Now he that hath four Aces, four Kings, four Queens, four Knaves, or four Tens, for each reckons fourteen, which is the reaſon they are called Quatorzes.

Now they begin to play the Cards, the elder begins and younger follows in ſuit as at Whisk, and for every Ace, King, Queen, Knave, or Ten, he reckons one.

A Card once play'd muſt not be recall'd, unleſs he have a Card of the ſame ſuit in his hand, if the elder hand plays an Ace, King, Queen, or Ten, for every ſuch Card he is to reckon one, which he adds to the number of his Game before; and if the other be able to play upon it a higher Card of the ſame ſuit, he wins the Trick, and reckons one for his Card as well as the other. Whoſoever wins the laſt Trick reckons two for it, if he win it with a Ten, but if with any Card under, he reckons but one; then they tell their Cards, and he that hath the moſt is to reckon Ten for them.

After

After this, each Perſon ſets up his Game with Counters, and if the *ſet* be not up, deal again; now a *ſet* is won after this manner, admit that each party is ſo forward in his Game that he wants but four or five to be up, if it ſo happens that any of the two have a Blank, he wins the *ſet*, becauſe the Blanks are always firſt reckoned; but if no Blanks, then comes the Ruff, next your Sequences, then your Aces, Kings, Queens, Knaves, and Tens, next what Cards are reckoned in play, and laſt of all the Cards you have won. If any of the Gameſters can reckon, either in Blanks, Ruffs, Sequences, Aces, *&c.* up to thirty in his own hand, without playing a Card, and before the other can reckon any thing, inſtead of thirty he ſhall reckon ninety, and as many as he reckons after above his thirty, adding them to his ninety; this is known by the name of a *Repicy*.

Moreover, he that can make in like manner, what by Blank, Ruff, Sequences, *&c.* up to the ſaid number, before the other hath play'd a Card, or reckoned any thing, inſtead of thirty he reckons ſixty, and this is called a *Picy*. Here note, that if you can but remember to call for your *Picy*, or *Repicy*, before you deal again, you ſhall loſe neither of them, otherwiſe you muſt.

He that wins more than his own Cards reckons Ten, but he that wins all the Cards reckons Forty, and this is called a *Capet*.

The Rules belonging to this Game are theſe.

If

If the Dealer give more Cards than his due, whether through miſtake or otherwiſe, it lieth in the choice of the elder hand whether he ſhall deal again or no, or whether it ſhall be play'd out.

He that forgets to reckon his Blank, Ruff, Sequences, Aces, Kings, or the like; and hath begun to play his Cards cannot recall them. So it is with him that ſheweth not his Ruff before he play his firſt Card, loſing abſolutely all the advantage thereof.

He that miſreckons any thing, and hath play'd one of his Cards, and his Adverſary finds at the beginning, middle, or end of the Game, that he had not what he reckoned, for his puniſhment he ſhall be debar'd from reckoning any thing he really hath, and his Adverſary ſhall reckon all he hath, yet the other ſhall make all he can in play. He that takes in more Cards than he diſcardeth is liable to the ſame penalty.

He that throws up his Cards imagining he hath loſt the Game, mingling them with other Cards on the Table though afterward he perceive his miſtake, yet he is not allowed to take up his Cards and play them out.

No man is permitted to diſcard twice in one dealing.

He that hath a *Blank*, his *Blank* ſhall hinder the other *Pict* and *Repict*, although he hath nothing to ſhew but his *Blank*.

He that hath four Aces, Kings, Queens, *&c.* dealt

dealt him and after he hath diſcarded one of the four reckons the other three, and the other ſay to him *it is good*; he is bound to tell the other, if he ask him what Ace, King, Queen, *&c.* he wants.

If after the Cards are cleanly cut, either of the Gameſters know the upper Card by the backſide, notwithſtanding this the Cards muſt not be ſhuffled again. In like manner, if the Dealer perceive the other hath cut himſelf an Ace, and would therefore ſhuffle again, this is not permitted; and if a Card be found faced, it ſhall be no argument to deal again, but muſt deal on; but if two be found faced, then may he ſhuffle again.

Laſtly, Whoſoever is found changing or taking back again any of his Cards, he ſhall loſe the Game, and be accounted a Foul Player.

CHAP. VI.

The Game at GLEEK.

DEuces and Treys muſt be caſt out as uſeleſs in this Game, then lifting for Dealing the leaſt Card deals: The number of perſons playing muſt be three, neither more nor leſs, and moſt frequently they play at Farthing, Half-penny,

penny, or Penny-Gleek, which in play will amount conſiderably.

The Dealer delivers the Cards by four till every one hath twelve, and the reſt are laid on the Table, for the Stock, being in number eight, ſeven whereof are bought and the Ace is turned up; the turn'd up Card is the Dealers; and if it be Tiddy turn'd up is four apiece from each to the Dealer.

The Ace is called *Tib*, the Knave *Tom*, the four of Trumps Tiddy, *Tib* the Ace is fifteen in hand and eighteen in play, becauſe it wins a Trick, *Tom* the Knave is nine, and *Tiddy* is four, the fifth Towſer, the ſixth Tumbler, which if in hand Towſer is five and Tumbler ſix, and ſo double if turn'd up, and the King and Queen of Trumps is three.

The eldeſt hand bids for the ſtock in hopes of bettering his Game, though ſometimes it makes it worſe: the firſt penny you bid is twelve, thirteen, and ſo on, if at ſixteen they ſay take it, and none will venture more for it, he is bound to take it, that is taking in ſeven Cards, and putting out ſeven in their ſtead, and muſt pay beſides eight to one, and eight to the other of the Gameſters for buying, if any odd money be given, as 15, 17, or the like, the eldeſt hand uſually claims it, or elſe it is given to the box; but if he have *Mournival*, *Gleek* or *Tiddy* in his hand after he hath taken in the Stock, he bores for them all, and ſo poſſibly may gain by

it, if he have a good hand and pay for his buying two.

Here you must note that if *Tib* be turned up it is fifteen to the Dealer in reckoning after play, but he must not make use of it in play being the Trump-Card, for then 'twould make him eighteen, because it would win a Trick which is three more.

Next you speak for the *Ruff*, and he that hath most of a suit in his hand wins it, unless some of the Gamesters have four Aces and then he gains the *Ruff*, though you have never so many of a suit in your hand. If any wins a *Ruff* and forgets to show it before a Card plaid he loseth it, and he that shews any for a *Ruff* after shall have it.

The first or eldest says, *I'le vye the Ruff*, the next says, *I'le see it*, and the third, *I'le see it and revie it*: *I'le see your revie*, says the first; because he hath as many in his hand as another: the middle probably says, *I'le not meddle with it*; then they shew their Cards, and he that hath most of a suit wins six pence or farthings according to the Game of him that holds out longest, and four of the other that said he would see it, but after refused to meddle with it; but if any of the three Gamesters says he hath nothing to say as to the Ruff he pays but a farthing, half-penny, penny, according as the Game is aforesaid; and if the eldest and second hand pass the Ruff the youngest hath power to double

double it, and then it is to be plaid for the next deal, and if any forgets to call for the double Ruff, it is to be play'd for the next deal after that.

Sometimes one of the Gamesters having all of a suit in his hand bids high for the Ruff, and the other having four Aces is resolved to bid higher, so that it sometimes amounts to fixteen and more, then *I'le see it and revie*, saith one; *I'le see it and revie*, saith another, that is eight to the winner, and all above is but two a time, as it may be they will say, *I'le see it and revie it again, and I'le see that and revie it again*, saith another, for which seeing and revying they reckon but two, after that it is once come to eight; but he that hath the four Aces carrieth it clearly, &c. as aforesaid.

Buying or bidding for the Ruff is when you are in likelihood to go in for Mournival, Gleek, or increase of Trumps, that so if you have bad Cards, you may save your buyings and your Cards too, whereas otherwise you may lose all.

If you call for either Mournival or Gleek, and have lay'd them out in the stock, if you be taken in it, for forfeit double what you receive.

Sometimes out of policy or a vapour they will vie when they have not above thirty in their hands, and the rest may have forty or fifty, and being afraid to see it, the first many

times wins out of a meer bravado, and this is good play though he acquaint you with it hereafter.

A Mournival of Aces is eight, of Kings six, of Queens four, and a Mournival of Knaves two a piece.

A Gleek of Aces is four, of Kings three, of Queens two, and of Knaves one a piece from the other two Gamesters.

A Mournival is either all the Aces, the four Kings, Queens, or Knaves, and a Gleek is three of any of the aforesaid.

Here note, that twenty two are your Cards; if you win nothing but the Cards that were dealt you, you lose ten; if you have neither *Tib*, *Tom*, *Tiddy*, *King*, *Queen*, *Mournival*, nor *Gleek*, you lose because you count as many Cards as you had in tricks, which must be few by reason of the badness of your hand; if you have Tib, Tom, King, and Queen of Trumps in your hand, you have thirty by honours, that is, eight above your own Cards, besides the Cards you win by them in play. If you have Tom only, which is Nine and the King of Trumps, which is three, then you reckon from twelve, thirteen, fourteen, fifteen, till you come to two and twenty, and then every Card wins so many half-pence, pence, *&c.* as you play'd for; if you are under two and twenty you lose as many.

Here note, that before the Cards are dealt, it

it is requisite to demand, whether the Gamesters will play at *Tiddy*, or leave it out, it being a Card that is apt to be forgotten; and know, that it is lookt upon as very foul play to call for a Gleek of Kings, Aces, Queens, or Knaves, when the person hath but two in his hands. If you discard wrong, *i. e.* lay out but 5 or 6 Cards, if you call for any Gleek or Mournivals, you lose them all if it be found out that you so discard. Let this suffice for this noble and delightful Game or Recreation.

CHAP. VII.

L'OMBRE, a Spanish Game.

THere are several sorts of this Game called *L' Ombre*, but that which is the chief is called *Renegado*, at which three only can play, to whom are dealt nine Cards apiece, so that by discarding the eights, nines and tens, there will remain thirteen Cards in the Stock; there is no Trump but what the Player pleaseth; the first hand hath always the liberty to play or pass, after him the second, *&c.*

There are two sorts of Counters for Stakes, the greater and the lesser, which last have the same proportion to the other as a penny to a shilling: of the great Counters each man Stakes

one for the Game, and one of the leſſer for paſſing, and for the hand when eldeſt, and for every Card taken in one Counter.

There are two ſuits, Black and Red; of the Black there is firſt the *Spadillo*, or Ace of Spades; the *Mallillio* or black Deuce, the *Baſto* or Ace of Clubs; the King, the Queen, the Knave, the ſeven, the ſix, the five, four, and three. Of the Red Suit there is the *Spadillo*, *Punto*, *Mallillio*, &c.

The *Spadillo* or Ace of Spades, is always the firſt Card, and always Trump, and the *Baſto* or Ace of Clubs is always third; of the Black there is 11 Trumps, of the Red 12. The Red Ace enters into the fourth place when it is Trump, and it is called *Punto* then, otherwiſe only called an Ace.

The leaſt ſmall Cards of the Red are always beſt, and the moſt of the Black; except the Deuce and Red Seven, which are called the *Mallillio's* and always ſecond when Trump. The *Matadors* (or killing Cards) which are the *Spadillo*, *Mallillio*, and *Baſto* are the chief Cards, and when they are all in a hand the others pay for them three of the greater Counters apiece; and with theſe three for foundation you may count as many *Matadors* as you have Cards in an interrupted ſeries of Trumps; for all which the others are to pay you one Counter apiece.

He who hath the firſt hand hath his choice

(as

(as aforeſaid) of playing the *Game*, of naming the Trump, and of taking in as many and as few Cards as he liſt, and after him the ſecond, *&c.* having demanded whether any one will play without *taking in*, you oblige your ſelf to take in though your Game be never ſo good, wherefore you do well to conſider it before.

If you name not the Trump before you look on the Cards which you have taken in, any other may prevent you and name what Trump they pleaſe; if you know not of two ſuits which to name Trump firſt, the black ſuit is to be preferred before the Red, becauſe there are fewer Trumps of it. Secondly, you were beſt to chuſe that ſuit of which you have not the King, becauſe beſides your three Trumps you have a King which is as good as a fourth. When you have the choice of going in three *Matadors*, or the two black Aces with three or four other Trumps, if the Stakes be great you are to chuſe this laſt, as moſt like to win moſt Tricks; if it be but a ſimple Stake you are to chuſe the firſt, becauſe the ſix Counters you are to receive for the three *Matadors* more than countervail the four or five you loſe for the Game.

He that hath the firſt hand is never to take in nor play, unleſs he have three ſure Tricks in his hand at leaſt; to underſtand which the better, know the end of the Game is to win moſt Tricks, whence he that can win five Tricks of the nine hath a ſure Game; or if he win four and can ſo

divide the Tricks as one may win two, the other three, if not it's either *Codillio*, or *Repueſto*, ſo the Player loſeth and maketh good the Stakes.

It is called *Codillio* when the Player is *beaſted*, and another wins more Tricks than he, when this takes up the Stakes and the other makes it good.

Here note, although the other two always combine to make him loſe, yet they all do their beſt (for the common good) to hinder any one from winning, only ſtriving to make it *Repueſto*, which is when the Player wins no more Tricks than another, in which caſe the Player doubles the Stake without any ones winning it, and remains ſo for the advantage of the next Player.

Here note that Kings of any ſuit are accounted as good Trumps, mean while all other Cards but Kings and Trumps are to be diſcarded.

The Player having taken in, the next is to conſider the goodneſs of the Game, and to take in more or leſs for the beſt advantage of his Game; neither is any for the ſaving a Counter or two to neglect the taking in, that the other may commodiouſly, make up his Game with what Cards he hath left, and that no good Cards may lie dormant in the Stock, except the Player playeth without taking in, when they may refuſe to take in, if they imagine he hath all the Game.

When one hath a ſure Game in his hand, he

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is to play without taking in, then the others are to give him each one of the great Counters as he is to give them, if he play without taking in a Game that is not ſure and loſeth it; if you win all the Tricks in your hand or the *Voll*, they likewiſe are to give you one Counter a-piece, but then you are to declare before the fifth Trick that you intend to play for the *Voll*, that ſo they keep their beſt Cards, which elſe, ſeeing you win five Tricks (or the Game) they may careleſly caſt away.

If you renounce you are to double the Stake, as alſo if you have more or fewer Cards than nine, to which end you muſt carefully count your Cards in dealing and taking in before you look on them; beſides according to the rigour of the Game if you ſpeak any thing tending to the diſcovery thereof, either in your own hand or anothers (excepting *Gagno*) or *play ſo*, to hinder the making of *Repueſto* or *Codillio*, you are not fit to play.

Obſerve, that in playing Trumps, if any plays an ordinary one, and you have only the three beſt Cards or *Matadors* ſingly or jointly in your hands, you may refuſe to play them without renouncing, becauſe of the priviledge which theſe Cards have, that none but commanding Cards can force them out of your hand.

You are to ſay nothing when you play your Card, but I *paſs* or *play*, or *gagno*, or *gagno del*

Re

Re when you play your Queen to hinder the from taking it with the King.

Now ſince it is impoſſible to provide again all accidents in the Game, only take notice these general Rules.

Firſt, never win more than one Trick if you cannot win more than two, becauſe of the advantage you give the Player by it, in dividing the Tricks.

Secondly, you are to win the Trick alway from the Player if you can, unleſs you let it pa for meer advantage, where the ſecond is to le paſs to the third if he have the likelier Game t beaſt the Player, or if he be likelier to win it. There may be diverſe advantages in refuſing t take the Players Trick; but the chief is, if you have the *Tenaces* in your hand, that is two Cards, and if you have the leading, you are ſure to loſe one of them; if the Player lead to you you are ſure to win them both; For example, if you have *Spadillio* and *Baſto* in your hand, and he have the *Mallillio* and another Trump, if you lead you loſe one of them; for either you play your *Spadillio*, and he plays the leſſer Trump upon it, and wins your *Baſto* the next Trick with his *Mallillio*, and ſo the contrary; whereas if he leads he loſeth; for if he lead his *Mallillio* you win it with your *Spadillio*, and with your *Baſto* win the other Trump, &c.

If you are not ſure to win five Tricks, having only three *Matadors*, and Kings your auxiliary

liary Cards, if you have the leading, play first a *Matador* or two before you play your Kings to fetch out his Trumps which might have trumped them, and if you have three *Matadors* with two other Trumps, your best way is to play your *Matadors* first to see where the Trumps lie; if both follow, you are sure if the Trump be red there remains only one Trump in their hands, if black none at all.

Lastly, if the Players have but a weak Game, they are to imitate cunning Beast-players in dividing the Tricks, and consulting to play their Cards. To conclude, lay your Tricks anglewise, that you may the more facilely compute them.

CHAP. VIII.

The Game at CRIBBIDGE.

AT Cribbidge there are no Cards to be thrown out, but all are made use of; and the number of the Set is sixty one.

It is an advantage to deal, by reason of the Crib, and therefore you must lift for it, and he that hath the least Card deals.

There are but two Players at this Game, the one shuffles and the other cuts, the Dealer delivers

vers out the Cards one by one, to his Antagonist first and himself last, till five apiece be dealt to one another; the rest being set down in view on the Table, each looketh on his Game, and ordereth his Cards for the best advantage.

He that deals makes out the best Cards he can for his Crib, and the other the worst, because he will do him as little good as he can, being his Crib; which Crib is four Cards, two a piece, which they lay out upon the Table, not knowing nor seeing one anothers Cards, and then they turn up a Card from the parcel that was left of dealing, and each of them may make use of that Card to help them on in their Game in hand, and when they have play'd out their three Cards, and set up with Counters their Games in their hands, the Crib is the others the next deal, and so they take it by turns.

The value of the Cards is thus: Any fifteen upon the Cards is two, whether nine and six, ten and five, King and five, seven and eight, *&c.*

A *Pair* is two, a *Pair-Royal* six, a double *Pair-Royal* twelve, *Sequences of three* is two, *Sequences of four* is four, *of five* five, *&c.* and so is a *Flush of three*, three; *of four*, four, *&c.* *Knave Noddy* is one in hand and two to the Dealer; that is, if you have a Knave of that suit which is turned up, it is *Knave Noddy*. A Pair of Aces, Kings, Queens, Knaves, Tens, &c. is two; Three Aces, Kings, Queens, &c. is a *Pair-Royal*; a double *Pair-Royal* is four Aces, four

four Kings, four Queens, &c. and is twelve Games to him that hath them.

Having lookt on your Cards, you count your Game after this manner: Suppose you have in your hand a Nine and two Sixes, after you have laid out two Cards for the Crib, that makes you six Games, because there is two fifteens and a pair, by adding your Nine to the two Sixes, and if a Six chance to be turn'd up, then you have twelve Games in your hand; for though you must not take the turn'd up Card into your hand, yet you may make what use you can of it in counting, so that the three Sixes makes you six, being a *Pair-Royal*, and the Nine added to every Six makes three fifteens, which six more added to the former, makes twelve, which you must set up with Counters or otherwise, that your Opponent may know what you are, though you must not see his Cards, nor he yours; if you think he plays foul by reckoning too much, you may count them after the hand is play'd.

Thus you have set up your twelve, your Opposite it may be hath four, five, and six in his hand; that is two, because of *Sequences of three*; then it is two more because it is four, five, and six; again, taking in the counting six that is turn'd up, that is in all four, then there is fifteen and fifteen, four and five is nine, and six is fifteen, and then with the six turn'd up 'tis fifteen more, which makes eight Games, this he likewise sets up, keeping his Cards undiscovered.

Here

Here note, he that deals not ſets up three in lieu thereof.

Having thus done, he that dealt not plays firſt, ſuppoſe it a ſix, if you have a nine play it, that makes fifteen, for which ſet up two, the next may play a four which makes nineteen, you a ſix twenty five, and he a five that is thirty, you being not able to come in, having a ſix in your hand, he ſets up one, (for it is one and thirty you aim at in playing the Cards), becauſe he is moſt, and two for *Sequences* four, five, and ſix, which were his four after the fifteen, your five and his ſix; and that doth not hinder them from being *Sequences*, though the ſix was play'd between the four and the five; but if an Ace, Nine, King, Queen, or the like, had been play'd between, they had been no *Sequences*; ſo the two for the Sequences, and the one for thirty being moſt (as at one and thirty) makes him three, which he muſt ſet up to the reſt of his Game, and in this playing of the Cards you may make *Pairs*, *Sequences*, *Fluſh*, *Fifteens*, *Pair-Royals*, and double *Pair-Royals*, if you can, though that is rarely ſeen.

Laſtly, you look upon your Crib, that is the two Cards apiece laid out at firſt, which is the Dealers; if he find no Games in them, nor help by the Card that was turn'd up, which he takes into his hand, then he is bilkt, and ſometimes it ſo happens that he is both bilkt in hand and crib. Thus they play and deal by turns

turns till the Game of sixty one be up.

Here note, if you get the Game before your Adversary is forty five (forty four will not do it), you must then say, I have *lurkt* you, and that is a double Game for whatever you play'd with, six shilling, or a greater sum.

CHAP. IX.

A Game at ALL-FOURS.

ALL-FOURS is a Game very much play'd in *Kent*, and very well it may, since from thence it drew its first original; and although the Game may be lookt upon as trivial and inconsiderable, yet I have known *Kentish* Gentlemen and others of very considerable note, who have play'd great sums of money at it, yet that adds not much to the worth of the Game, for a Man may play away an estate at *One and Thirty*; as I knew one lose a considerable sum at *most at three throws*.

This Game I conceive is called *All-Fours* from *Highest*, *Lowest*, *Jack* and *Game*, which is the Set as some play it, but you may make from seven to fifteen, or more if you please, but commonly eleven.

There are but two can play at it at a time, and they must lift for dealing, the highest Put-

card

card deals, who delivers to his adversary three Cards, and to himself the like, and the like again, and having six apiece, he turns up a Card which is Trump; if Jack (and that is any Knave) it is one to the Dealer.

If he to whom the Cards were dealt after perusal of his Game like them not, he hath the liberty of begging one; if the Dealer refuse to give him one, then he deals three apiece more, but if he then turns up a Card of the same suit, he deals further till he turns up a Card of another suit.

Here note, That an Ace is four, a King is three, a Queen is two, a Knave one, and a Ten is ten.

Now you must play down your Cards, but to what advantage I cannot here prescribe, it must be according to the Cards you have in your hand managed by your judgment to the best advantage.

Having play'd your Cards you reckon, if you are highest and lowest of what is Trumps, you reckon two; if you are only highest but one, and the like of Jack and Game; sometimes you are highest, lowest, Jack, and Game, and then you must reckon four; the Game is he that tells most after the Cards are play'd, and therefore a Ten is a very significant Card, which crafty Gamesters know so well that they will frequently take out of a Pack two Tens, and hide them contrary to the knowledge of the other,

ther, which is a great advantage to this foul player, if he play of the ſame ſuit of theſe Tens he hath abſconded, for it muſt of neceſſity ſecure him from loſing the Game.

Here note, That he that wins Jack wins one alſo; and furthermore obſerve that for advantage reneging is allowable if you have Trumps in your hand to trump it.

There is another ſort of *All-fours* called *Running-All-Fours*, at which they play One and Thirty up, and in this Game the Dealer hath a great advantage, for if he turn up an Ace it is four, a King three, a Queen two, and a Knave one, and theſe are the ſame alſo in play. A Ten is the beſt Card for making up.

CHAP. X.

Engliſh Ruff and Honours, and Whiſt.

RUff and Honours (*alias* Slamm) and Whiſt, are Games ſo commonly known in *England* in all parts thereof, that every Child almoſt of Eight Years old hath a competent knowledge in that recreation, and therefore I am unwilling to ſpeak any thing more of them than this, that there may be a great deal of art uſed in Dealing and playing at theſe Games which differ very little one from the other.

In playing your Cards you muſt have recourſe altogether to your own judgment or diſcretion, ſtill making the beſt of a bad Market; and though you have but mean Cards in your own hand, yet you may play them ſo ſuitable to thoſe in your Partners hand, that he may either Trump them, or play the beſt of that ſuit on the Board.

You ought to have a ſpecial eye to what Cards are play'd out, that you may know by that means either what to play if you lead, or how to trump ſecurely and advantagiouſly. Reneging or renouncing, that is, not following ſuit when you have it in your hand, is very foul play, and he that doth it ought to forfeit one, or the Game upon a Game, and he that loſeth dealing loſeth one, or a trick as you make it.

At Ruff and Honours, by ſome called Slamm, you have in the Pack all the Deuces, and the reaſon is, becauſe four playing having dealt twelve a piece, there are four left for the Stock, the uppermoſt whereof is turn'd up, and that is Trumps, he that hath the Ace of that, Ruffs; that is, he takes in thoſe four Cards, and lays out four others in their lieu; the four Honours are the Ace, King, Queen, and Knave; he that hath three Honours in his own hand, his partner not having the fourth ſets up Eight by Cards, that is two tricks; if he hath all four, then Sixteen, that is four tricks; it is all one if the two Partners make them three or four

four between them, as if one had them. If the Honours are equally divided among the Gamesters of each side, then they say Honours are split. If either side are at eight Groats he hath the benefit of calling Can-ye, if he hath two Honours in his hand, and if the other answers one, the Game is up, which is nine in all, but if he hath more than two he shows them, and then it is one and the same thing; but if he forgets to call after playing a trick, he loseth the advantage of Can-ye for that deal.

All Cards are of value as they are superiour one to another, as a Ten wins a Nine if not Trumps, so a Queen, a Knave in like manner; but the least Trump will win the highest Card of any other Card; where note the Ace is the highest.

Whist is a Game not much differing from this, only they put out the Deuces and take in no stock; and is called Whist from the silence that is to be observed in the play; they deal as before, playing four, two of a side, (some play at two handed, or three handed Whist; if three handed, always two strive to suppress and keep down the rising-man), I say they deal to each Twelve a piece, and the Trump is the bottom Card. The manner of crafty playing, the number of the Game Nine, Honours and dignity of other Cards are all alike, and he that wins most tricks is most forward to win the

He that can by craft over-look his Adverſaries Game hath a great advantage, for by that means he may partly know what to play ſecurely; or if he can have ſome petty glimpſe of his Partners hand. There is a way by winking, or the Fingers to diſcover to their Partners what Honours they have, as by the wink of one eye, or putting one Finger on the Noſe or Table, it ſignifies one Honour, ſhutting both the eyes, two; placing three fingers or four on the Table, three or four Honours. They have ſeveral ways of ſecuring an Honour or more in the bottom when they deal, either to their Partners or ſelves; if to their Partner they place in the ſecond lift next the top, 1, 2, 3, or four Aces, or Court cards all of a ſuit, according as they could get them together in the former deal, and place a Card of the ſame ſuit in the bottom, when the Cards are cut they muſt uſe their hand ſo dexterouſly as not to put the top in the bottom, but nimbly place where it was before.

If they would ſecure Honours to themſelves when dealing, they then place ſo many as they can get upon their lap or other place undiſcerned, and after the Cards are cut, then clap them very neatly under. But the cleanlieſt rooking way is by the breef, that is, take a pack of Cards and open them, then take out all the Honours, that is as aforeſaid, the four Aces, the four Kings, *&c.* then take the reſt and cut a

little

little from the edges of them all alike, by which means the Honours will be broader than the rest, so that when your Adversary cuts to you, you are certain of an Honour, when you cut to your Adversary cut at the ends, and then it is a chance if you cut him an Honour, because the Cards at the ends are all of a length, thus you may make breefs end-ways as well as side-ways.

There are a sort of cunning fellows about this City, who before they go to play will plant half a dozen of these Packs (nay sometimes half a score) in the hands of a Drawer, who to avoid being suspected will call to their confederate Drawer for a fresh pack of Cards, who brings them as from a shop new, and some of these Packs shall be so finely markt, whereby the Gamester shall plainly and certainly know every Card therein contain'd by the outside, although the best of other eyes shall not discern where any mark was made at all; and this done with that variety that every Card of every suit shall have a different distinguishable mark.

Some have a way to slick with a Slick-stone all the Honours very smooth, by which means he will be sure to cut his Partner an Honour, and so his partner to him again, and that is done by lying a fore-finger on the top indifferent hard, and giving a slurring jerk to the rest which will slip off from the slickt Card.

It is impossible to shew you all the Cheats of this Game, since your cunning Gamester is always studying new inventions to deceive the ignorant.

CHAP. XI.

FRENCH-RUFF.

AT *French-Ruff* you must lift for deal, most or least carries it according to the agreement of the Gamesters.

You may play either two, four or six of a side, dealing to each five a piece, either two first at a time, or three, according to pleasure, and he that deals turns up Trump; the King is the highest Card at Trumps, and so it is highest in all other Cards that are not Trumps, the Queen is next, the Knave next, and next to that the Ace, and all other Cards follow in pre-heminency according to the number of the Pips, but all small Trumps win the highest of any other suit.

Having turn'd up Trumps, he that hath the Ace must take the Ace turn'd up, and all other Trumps which immediately follow that, if so agreed among the Gamesters, laying out so many Cards as he took up in lieu thereof.

After this they play: to win two tricks signifies

nifies nothing, to win three or four wins but one, but to win five is the winning of five.

If you play at *forſat* (that is the rigour of the play) he that deals wrong loſeth one and his Deal. You are bound to follow ſuit, and if you renounce or renege, you loſe the whole Game, if you ſo make it, otherwiſe but one or two according to agreement.

He that plays a Card that is trumped by the follower, if the next player hath none of the former ſuit he muſt trump it again, although he hath never a trump in his hand that can win the former trump, and ſo it muſt paſs to the laſt player.

All the Players round are bound to win the higheſt trump play'd if they can. Here note, that he who playeth before his turn loſeth one, unleſs it be the laſt Card of all.

CHAP. XII.

Five-CARDS.

Five-Cards is an *Iriſh*-Game, and is as much play'd in that Kingdom, and that for conſiderable ſums of money, as *All-fours* is play'd in *Kent*, but there is little analogy between them.

There are but two can play at it, and there

are dealt five Cards a piece. The leaſt of the black, and the moſt of the red wins. The Ace of Diamonds is the worſt of the whole Pack, unleſs it prove to be trump.

The five fingers (*alias*, five of trumps) is the beſt Card in the Pack; the Ace of Hearts is next to that, and the next is the Ace of Trumps, then the Knave, and the reſt of Cards are beſt according to their value in pips, or as they are trumps.

Before you play ask whether he will *five it*, if he ſpeaks affirmatively turn up the next Card of the Pack under that firſt turn'd up, and that muſt be trumps; if not, play it out: he that wins moſt Cards wins five, but he that wins all, wins ten.

Obſerve, that the Ace of Hearts wins the Ace of Trumps, and the Five-fingers not only wins the Ace of Trumps, but alſo all other Cards whatever.

CHAP. XIII.

Of a Game called Coſtly-Colours.

THis Game is to be play'd out only by two Perſons, of which the eldeſt is to play firſt as in other Games. You muſt deal off three a piece, and turn up the next Card fol-

following; then the Eldeſt is to take his choice whether he will *Mogg* (that is change a Card or no) and whoſoever refuſeth is to give the other one chalk or hole, of which generally Threeſcore and one makes the Game. Then muſt the Eldeſt play, and the other if he can muſt make it up fifteen, for which he ſhall ſet up as many holes or chalks as there are Cards upon the Table; ſo likewiſe for five and twenty, and alſo as many Cards as are play'd to make up thirty, no more nor leſs, ſo many chalks may be ſet up who play'd laſt, to make up one and thirty, and if one and thirty be not made, then he that play'd laſt and is neareſt one and thirty without making out muſt ſet up one, which is called ſetting up one for the latter.

This being done, the eldeſt muſt ſhow how many Chalks he hath in his hand to ſet up, and after him the youngeſt, which they muſt reckon in this manner, taking notice both of the colour and number of pips upon the Card turn'd up as thoſe in their hands ſtill, reckoning as many for all the fifteen and five and twenty as there go Cards to make the number; and if you have it by chance in your hand, and with the Card turned up one and thirty, then you muſt ſet up four for that: you muſt alſo ſet up if you have them in your hands or can make them ſo in the Card turn'd up as followeth, two for a pair, be they either Coat-cards, or others;

two

two for a Knave, and if a Knave of the ſame colour and ſuit of the Card turn'd up, then you muſt ſet up four; and ſo for a Deuce four, if it be of the ſame colour turn'd up: if you have three of a ſort, either three fours, five ſixes, or Coat-cards, you muſt ſet up nine, and this is called a Pair-Royal; now if they are all either Hearts, Diamonds, or the like, then you muſt ſet up ſix for *Coſtly Colours*. If you have three of a colour, you can reckon but two for Colours.

Whoſoever dealt, if he turn'd up either Deuce or Knave, he muſt ſet up four for it; as for example, imagine you had dealt your Adverſary three Cards, *viz.* the five of Hearts, four of Hearts, and eight of Hearts; to your ſelf the Deuce of Hearts, ſeven of Clubs, and nine of Hearts. Laſtly, you turn up a Card, which is the Knave of Hearts, for which you muſt ſet up four; then becauſe he will not ask you to change one, he gives you one, which you muſt ſet up, and then he plays, ſuppoſe it be his five of Hearts, you then play your ſeven of Clubs, which makes twelve, then he plays his eight of Hearts which makes twenty; then you play your nine of Hearts, which makes twenty nine, and becauſe he cannot come in with his five of Hearts, you muſt play your Deuce of Hearts, which makes you one and thirty. For your five you muſt ſet up five, then he muſt ſet up what he hath in his hand, which

which you will find to be but six, for he hath nothing in his hand but *Costly-Colours*. Then must you set up your Games, which first are two, for your nine of Clubs and nine of Hearts which make fifteen, then that fifteen and the Knave turn'd up makes five and twenty, for which set up three; then for your Deuce of Hearts which is the right, set up four, and three for Colours, because you have three of a sort in your hand with that turn'd up, now these with the five you got in playing for thirty one makes you this Deal with the Knave turn'd up and the Cards in your hand just twenty. Many other examples I might give you, but that it is needless, since this one is sufficient to direct you in all others. And thus much for *Costly-Colours*.

CHAP. XIV.

BONE-ACE.

THis Game you may look on as trivial and very inconsiderable, and so it is by reason of the little variety therein contain'd, but because I have seen Ladies and Persons of quality have plaid at it for their diversion, I will briefly describe it, and the rather because it is a licking Game for Money. There

There are seven, or eight (or as many as the Cards will permit) play at it at one time. In the lifting for dealing the least deals, which is a great disadvantage; for that makes the Dealer youngest hand.

The Dealer deals out two to the first hand, and turns up the third, and so goes on to the next, to the third, fourth, fifth, *&c.* He that hath the biggest Card carries the Bone, that is one half of the Stake, the other remaining for the Game; now if there be three Kings, three Queens, three Tens, *&c.* turn'd up, the eldest hand wins it. Here note that the Ace of Diamonds is Bone-Ace, and wins all other Cards whatever: thus much for the Bone; afterwards the neareſt to one and thirty wins the Game, and he that turns up or draws to one and thirty wins it immediately.

CHAP. XV.

Of PUTT and the High-Game.

PUtt is the ordinary rooking Game of every place, and seems by the few Cards that are dealt to have no great difficulty in the play, but I am sure there is much craft and cunning in it; of which I shall show as much as I understand.

If

If you play at two-handed Putt (or if you pleaſe you may play at three hands) the beſt Putt-Card deals. Having ſhuffled the Cards, the Adverſary cuts them, then the Dealer deals one to his Antagoniſt, and another to himſelf till they have three apiece: five up or a Putt is commonly the Game. The eldeſt if he hath a good Game, and thinks it better than his Adverſaries, puts to him, if the other will not or dare not ſee him, he then wins one, but if he will ſee him they play it out, and he that wins two tricks or all three wins the whole ſet; but if each win a trick and the third tyed, neither win, becauſe it is trick and tye.

Sometimes they play without putting, and then the winner is he that wins moſt tricks. Here note that in your playing keep up your Cards very cloſe; for the leaſt diſcovery of any one of them is a great advantage to him that ſees it.

This Game conſiſts very much in daring; for a right Gameſter will put boldly upon very bad Cards ſometimes, as upon a five, ſeven and a nine; the other thinking there are good Cards in his Adverſaries hand, having very indifferent ones in his own dares not ſee him, and ſo by going to ſtock loſeth one. Here note that he that once hath the confidence to put on bad Cards cannot recall his putting, by which means he frequently pays for his bravado.

The beſt Putt-Cards are firſt the Trey, next

the

the Deuce, then the Ace, the reſt follow in preheminence thus; the King, the Queen, the Knave, the Ten, and ſo onwards to the four, which is the meaneſt Card at Putt.

Some of the Cheats at Putt are done after this manner:

Firſt, for cutting to be ſure of a good Putt-Card, they uſe the Bent, the Slick, and the Breef; the bent is a Card bended in play which you cut, the ſlick is when before-hand the Gameſter takes a Pack of Cards, and with a ſlick-ſtone ſmooths all the putt-Cards, that when he comes to cut to his Adverſary with his four-finger above and his thumb about the middle, he ſlides the reſt of the Cards off that which was ſlickt, which is done infallibly with much facility; but in this there is required neatneſs and dexterity for fear of diſcovery, and then your confidence in this contrivance will be vain and of no effect.

Laſtly, the Breef in cutting is very advantagious to him that cuts, and it is thus done: the Cheat provides before-hand a Pack of Cards, whereof ſome are broader than others; under ſome of which he plants in play ſome good Putt-Cards, which though they ſhuffle never ſo much they ſhall rarely ſeparate them; by which means he that cuts (laying his fingers on the broad Card) hath ſurely dealt him a Putt-Card.

In dealing theſe Rooks have a trick they call the

the *Spurr*, and that is, as good Cards come into their hand that they may know them again by the out-side (and so discover the strength or weakness of their Adversaries Game) I say somewhere on the out-side they give them a gentle touch with their nail.

Now when they intend to bleed a *Col* to some purpose whom they have set before, they always fix half a score Packs of Cards before (as I have related in *Whist*) by slicking them or spurring them, that is, giving them such marks that they shall certainly know every Card in the Pack, and consequently every Card that is in his Adversaries hand, an advantage that cannot well be greater.

But if they are not furnished with such Cards, and cannot accomplish their ends by the former indirect means without palpable discovery, then they have accomplices who standing by the innocent *Col* look over his Game, and discovers what it is to his Adversary: and to strengthen their interest by cheating, they frequently carry about them Treys, Deuces, Aces, *&c.* in their Pockets, which they use as need requires, or if not, they will steal them out of the Pack whilst they are playing, which is the securest way and freest from discovery.

Lastly, they have one most egregious piece of Roguery more, and that is playing the *High-Game* at *Putt*; and this is to be done but once at a Set-meeting; and therefore on this de-

pends

pends the absolute overthrow of the *Col* that plays, or the *Col* that is a stander-by.

This *High-Game* at *Putt* is thus performed: the Rook whilst playing singles out the Deuces and Treys for the last Game, and placeth them thus in order, hiding them in his lap or other covert, first a Deuce, then a Trey, next a Deuce, then a Trey, then a Trey and a Trey; now stooping letting fall a Card or some other way as he shall think fit, he claps these Cards fac'd at the bottom, having shuffled the Cards before, and bids his Adversary cut, which he nimbly and neatly with both his hands joyns the divided Cards, and then the bottom fac'd Cards are upwards, and then he deals, and lest there should be a discovery made of the facing, he palms them as much as he can, nimbly passing the last Card.

Now do the Gamesters smile at the goodness of each others Game, one shows his to one, the other his to another; and cries who would not put at such Cards? the other in as brisk a tone, says, Come if you dare. What will you lay of the Game, says the Rook? what you dare, says the *Col*; then pausing a while the Rook seems to consult with his friends, who cry, they know not what to think on't; five pound cries a rooking Confederate on this Gentleman's side, the *Col* encouraged hereby, cries ten pound more: and thus the Rook holds him in play till there be a good Sum of Money on the Board;

Board; then answers the Putt of the now ruin'd *Sully*. They now play; the *Col* begins with a Deuce, the Rook wins that with a Trey; the Rook then plays a Deuce, and the *Col* wins it with his Trey, then he plays his Deuce which is won with a Trey; thus the Rook wins the Day. This Game may be plaid otherways according to fancy: let these and the former cheats be a sufficient warning.

CHAP. XVI.

WIT and REASON, a Game so called.

WIT and *Reason* is a Game which seems very easie at first to the Learner, but in his practice and observation shall find it otherwise. It is a Game something like one and thirty, and is plaid after this manner.

Two playing together, the one hath all the red Cards, and the other hath the black: then they turn up cross or pile who shall lead; for the Leader hath a great advantage over the other, as shall be demonstrated.

You are not to play a ten first; for if you do you shall certainly lose; for one and thirty being the Game he that first comes to it wins; now should the Leader play a ten the follower

will play another ten, that makes twenty; let the Leader then play any thing next, the Follower will be sure to make it up one and thirty.

He that hath the Lead if he play a nine may certainly win the Game, if he look about him; ever remembring to get first to twenty, without spending two of one sort, as two Deuces, two Treys, two Quaters, *&c.* otherwise you will lose: As for example, you play a nine first, your Adversary plays a Deuce that makes eleven, you then play a nine again, and that makes twenty; thus you have plaid out both your nines, wherefore your Antagonist plays a Deuce, now you can play no Card but he wins; for if you play an eight (for you cannot come in with your ten) and you have never a nine, then he hath an Ace for one and thirty; so if you play a seven, which makes nine and twenty, he hath a Deuce remaining to make up one and thirty, and so you may observe in the rest of the Cards.

Take this for a general rule, that you have a very great advantage in fetching out by play any two of a number, as aforesaid; as two fives, two sixes, two sevens, *&c.* wherefore you must not play rashly, but with due consideration arithmetically grounded to make up a certain Game of one and thirty. To conclude, he that hath the art of playing well at one and thirty without Cards, that is by naming such a number

at

at first, and prosecuting it by such addition of others, that your Adversary cannot think of any number but what shall be your Game; I say such a Man is fittest to play at this Game called *Wit and Reason.*

CHAP. XVII.

A Pastime called The Art *of Memory.*

THis *Art of Memory* is a Sport at which Men may play for Money, but it is most commonly the way to play the Drunkard. It is best when many play at it; for with few it is no sport at all: For example, as many persons as do play, so many Cards trebled must be thrown down on the Table with their faces upwards; which every one must take notice of and endeavour to register them in his Memory. Then the Dealer must take them all up, and shuffling them after cutting deals to every one three a-piece.

The first it may be calls for a King, which must be laid on the Table with his face downwards by him that hath it in his hands; the next it may be calls for a ten of the Spades, which must be laid down in like manner, and so it goes round; now if any one calls for what is already laid down, if they play for Liquor, he must

then drink a Glass; if for mony, he must then pay a farthing, half-penny, or the like.

This sport wholly depends on the Memory; for want of which a Man may lose at this sport his Money or his Understanding.

CHAP. XVIII.

A Game called PLAIN-DEALING.

HE that deals hath the advantage of this Game; for if he turn up the Ace of Diamonds he cannot lose: to his Adversary he delivers out nine and but three to himself; then are the Cards plaid as at *Whist*, the best of Trumps or other Cards wins, and but one to be gotten at a deal. I cannot commend this Pastime for its ingenuity, and therefore only name it, because we treat of Games in general.

CHAP. XIX.

A Game called Queen Nazareen.

THere may as many play at it as the Cards will allow of, five Cards are dealt to every Player. The Queen of Diamonds is Queen *Nazareen*, and he that hath it demands three apiece of every Player. The Knave of Clubs is called Knave Knocher, and he that hath it challengeth two a-piece. If Women play among Men, it is customary for Knave Knocher to kiss Queen *Nazareen*.

Lastly, he that lays down a King the last Card that is plaid challengeth one, and begins again; and he that hath first plaid away his Cards demands as many Counters as there are Cards in the hands of the rest.

CHAP. XX.

LANTERLOO.

Lanterloo is a Game may be plaid several ways, but I shall insist on none but two; the first way is thus.

Lift for dealing, and the best Putt-Card carries

ries it; as many may play as the Cards will permit, to whom muſt be dealt five apiece, and then turn up Trump. Now if three, four, five or ſix play, they may lay out the threes, fours, fives, ſixes and ſevens to the intent they may not be quickly loo'd; but if they would have the loos come faſt about then play with the whole pack.

Having dealt ſet up five ſcores or chalks, and then proceed forwards in your Game.

He that is Eldeſt hand hath the priviledge of paſſing by the benefit thereof, that is, he hath the advantage of hearing what every one will ſay, and at laſt may play or not play according as he finds his Game good or bad. If the Eldeſt ſaith he paſſeth, the reſt may chuſe whether they will play or no.

You may play upon every Card what you pleaſe, from a penny to a pound. Trumps at Whiſt are the beſt Cards, all others in like manner take their precedency from the higheſt to the loweſt.

You muſt not revoke, if you do you pay all on the Table. If you play and are loo'd (that is, win never a trick) you muſt lay down to the ſtock ſo much for your five Cards as you plaid upon every one of them.

Every deal rub off a ſcore, and for every trick you win ſet up a ſcore by you till the firſt ſcores are out, to remember you how many tricks you have won in the ſeveral deals in the Game.

All

All the Chalks for the Game being rub'd out, tell your own ſcores, and for ſo many ſcores or tricks which you have won, ſo much as they were valued at in the Game ſo much you muſt take from the Stock; thus muſt every one do according to the number of tricks he hath won.

Here note, that he who hath five Cards of a ſuit in his hand loos all the Gameſters then playing, be they never ſo many, and ſweeps the board; if there be two loos he that is eldeſt hand hath the advantage.

As there is cheating (as they ſay) in all trades, ſo more particularly intolerable in Gaming; as in this for example, if one of the Gameſters have four of a ſuit and he want a fifth, he may for that fifth make an exchange out of his own pocket, if he be skill'd in the cleanly art of conveyance; if that fail, ſome make uſe of a friend, who never fails to do him that kind office and favour. There are other Cheats to be performed, which I ſhall omit, ſince it is not my buſineſs to teach you how to cheat, but ſo to play as not to be cheated.

Lanterloo another way plaid.

IT is for dealing as aforeſaid, and the beſt Put-card deals five to every one apiece. The Dealer for his five Cards muſt lay down ſo many Six-pences, Shillings, and ſo forth, as they

conclude upon and agree for every Card, or ſo many Counters being valued at either Six-pence or Twelve-pence, more or leſs. After this all muſt play; if any be loo'd he muſt lay down ſo much for his loo as his five Cards amount to. If any next dealing be loo'd he muſt lay down ſo much for his dealing, and as much more for his loo.

If after this the eldeſt hand paſs, the reſt may refuſe to play, or play if they think they can win a Card.

Here note, If there be never a loo the money may be divided by the Gameſters according to the number of their Tricks, if there be a loo the winners muſt take up the money, and he that is loo'd muſt lay down as much money on the board as every one had laid down before, be it never ſo great a ſumm, beſides the like quantity for dealing, if he that was loo'd dealt.

CHAP. XXI.

A Game called PENNEECH.

HAving dealt ſeven Cards apiece, turn up a Card, and that is Trumps. The Ace and Coat-Cards of Trumps are thus reckoned, the Ace is five, the King four, the Queen three, and the Knave two.

Having

Having play'd, he that wins the firſt trick turns up another Card, and that is Trumps; and ſo every trick produceth a freſh Trump, till all the ſeven be play'd. Now if it ſo happen, that what is turn'd up proves an Ace or Coat-Card, that is a great advantage to him who won the laſt trick; for if it be an Ace turn'd up then he reckons five, if a King four, if a Queen three, as aforeſaid.

After all the ſeven Cards be play'd, (which at firſt are dealt one by one) he that won the laſt trick turns up a Card, and if it prove Ace, King, Queen, or Knave, he reckons for it accordingly as aforeſaid.

If the Seven of Diamonds be turn'd up, that is *Penneech*, and is reckon'd fourteen turn'd up, but it is but ſeven in hand, and not that neither unleſs Diamonds be Trumps; if it be Trump it is the higheſt Card and wins all others; if it be not Trump it wins all Diamonds.

Laſtly, Having play'd out all the fourteen Cards betwixt ye, count how many Cards you have more than your own ſeven at firſt dealt you, and for every Card reckon one, and ſo you muſt reckon on with the value of your Coat-Card Trumps, with *Penneech* turn'd up or in hand, till you come to ſixty one, which is the Game.

Here note, if you have neither Ace nor Face, you may throw up your Game and deal again.

CHAP. XXII.

POST and PAIR.

Post and *Pair* is a Game on the Cards very much play'd in the West of *England*, as *All-Fours* is play'd in *Kent*, and *Fives* in *Ireland*.

This Play depends much upon daring; so that some may win very considerably, who have the boldness to adventure much upon the Vye, although their Cards are very indifferent.

You must first stake at Post, then at Pair; after this deal two Cards apiece, then stake at the Seat, and then deal the third Card about. The eldest hand may pass and come in again, if any of the Gamesters vye it; if not, the Dealer may play it out, or double it.

The Ace of Trumps, as at Ruff and Honours, is the best Card of all, and so of the rest in order. At Post the best Cards are one and twenty, *viz.* two Tens and an Ace, but a Pair-royal wins all, both Post, Pair, and Seat. Here note, that he who hath the best Pair or the best Post is the winner. A Pair is a pair of any two, as two Kings, two Queens, &c. A Pair-royal is of three, as three Kings, three Queens, &c. The Vye is what you please to adventure upon the goodness of your own hand; or if it be bad, and you imagine your Adversaries is so likewise, then bid high couragiously, by which means you daunt your Antagonist, and so bring him to submission.

If

If all the Gameſters keep in till all have done, and by conſent ſhew their Cards, the beſt Cards carry the Game. Now according to agreement thoſe that keep in till laſt, may divide the ſtakes, or ſhew the beſt Card for it.

Obſerve, where the Cards fall in ſeveral hands of the ſame ſort, as a Pair or Pair-Royal, and ſo forth, the eldeſt hand carries it.

CHAP. XXIII.

BANKAFALET, a Game on the Cards ſo called.

THe Cards muſt be cut into as many heaps as there are Players, or more if you pleaſe; and every Man lays as much money on his own Card as he thinks fit, or on the ſupernumerary heaps. So many as the Dealers Card is inferior to, ſo many he pays; ſo many as his Card is ſuperior to, ſo many he wins from.

The beſt Card is the Ace of Diamonds, the next to that the Ace of Hearts, thirdly the Ace of Clubs, and laſtly the Ace of Spades, and ſo the reſt of theſe ſuits in order, according to their degree. The Cheat lies in ſecuring an Ace or any other good ſure winning Card; and if you mark the Cards aforehand, ſo as to know them by the backſide, you know how to make your advantage.

CHAP.

CHAP. XXIV.

BEAST.

IT is called by the *French*, *La Bett*, and is play'd by them after this manner. The best Cards are King, Queen, and so forwards. They make three heaps, the King, the Play, and the Triolet.

To every one is dealt five Cards, (there may play three, four, five, or more) as at *French Ruff*, with the same rigour; before the Cards are dealt, every one stakes to the three heaps. He that wins most tricks takes up the heap that is called the Play; he that hath the King takes up the heap so called; and he that hath three of any sort, that is, three fours, three fives, three sixes, and so forth takes up the Triolet.

Games within the Tables.

CHAP. XXV.

Of IRISH.

Iriſh is an ingenious Game, and requires a great deal of skill to play it well, eſpecially the After-game. It is not to be learn'd otherwiſe than by obſervation and practice, however I ſhall lightly touch hereon.

The men which are thirty in number are equally divided between you and your Adverſary, and are thus placed, two on the Ace point, and five on the ſice of your left hand Table, and three on the cinque, and five on the Ace point of your right hand Table, anſwer'd on the like points by your Adverſaries men with the ſame number; or thus, two of your men on the Ace point, five on the double ſice, or ſice Cinque point, three on the Cinque point in your own Tables, and five on the ſice point at home, and all theſe pointed alike by your Adverſary.

In your play have a care of being too forwards, and be not too raſh in hitting every blot, but with diſcretion and conſideration move ſlowly but ſecurely; by which means though your Adverſary

Adversary have fill'd his Tables, but withall blots, and you by hitting him enter, you may win the Game; nay sometimes though he hath born his men all to a very few.

'Tis the part of a prudent Commander as he leads out his men to bring them home as safe as he may; so must you have a care of your men as you are bringing them home that they are not pickt up by the way.

Have a special care that your Adversary double not the Trey, Ace-point with his men, and so make what convenient haste you can to fill up your own Tables, and beware of blotting; that done, bear as fast as you can.

For an After-game I know not what instructions to give you, you must herein trust to your own judgment and the chance of the Dice, and if they run low for some time, it will be so much the better.

CHAP. XXVI.

Of Back-Gammon.

YOur men are placed as at *Irish*, and *Back-Gammon* differs but very little from it, but in Doublets which at this Game is plaid fourfold, which makes a quicker dispatch of the Game than *Irish*.

Be

Be ſure to make good your Trey, Ace-points, hit boldly and come away as faſt as you can, to which end if your Dice run high, you will make the quicker diſpatch.

When you come to bearing have a care of making when you need not, and Doublets now will ſtand you moſt in ſtead.

If both bear together, he that is firſt off without Doublets wins one.

If both bear and one goes off with Doublets he wins two.

If your Tables be clear before your Adverſaries men be come in, that's a *Back-Gammon*, which is three; but if you thus go off with Doublets it is four.

Falſe Dice are much uſed at *Iriſh* and *Back-Gammon* for the benefit of entring, wherefore have a ſpecial care that you have not Cinque-Deuces, and Quater-Treys put upon you, you may quickly perceive it by the running of the Dice.

The perſon that is cunning at play has great advantage of a novice or innocent man, which is commonly by toping or knaping, which by its often practice may be ſuſpected by his Adverſary; then he has recourſe to Dice, which runs particular chances for his purpoſe, which the other being ignorant of, is almoſt an equal advantage with the former. For example, he provides Dice that runs 6, 5, 4, 'tis his buſineſs to ſecure thoſe points, ſo that if he happens to ſurprize

prize any of your men coming home, as 'tis two to one but he does, he does without a kind of Miracle win the ſet.

'Tis poſſible ſometimes they may make uſe of 3, 2, which are the low Chances; but that they ſeldom do for this reaſon, the high or forward points being ſupplied, you muſt enter if at all upon the low points which keeps you backwards and gives him advantage. The advantage of this Game is to be forward if poſſible upon ſafe terms, and to point his men at that rate that it ſhall not be poſſible for you to paſs, though you have entred your men, till he gives you liberty, having two to one the advantage of the Game.

CHAP. XXVII.

Of TICK-TACK.

ALL your men muſt ſtand on the Ace-point, and from thence play forward, but have a care of being too forward, or ſo at leaſtwiſe that Doublets reach you not.

Secure your Sice and Cinque-point whatever you do, and break them not unleſs it be when you have the advantage of going in, which is the greateſt advantage you can have next to a hit; for your Adverſaries eleventh point ſtanding

open

open you have it may be the opportunity of going in with two of your men, and then you win a double Game. A hit is but one, and that is, when you throw such a cast that some one of your men will reach your Adversaries unbound, but sometimes though it hits it will not pass by reason of a stop in the way, and then it is nothing. Sometimes it is good going over into your Adversaries Tables, but it is best for an After-game.

Playing close at home is the securest way, playing at length is both rash and unsafe, and be careful of binding your men when you lie in danger of the enemy. Moreover, if you see you are in danger of losing a double Game, give your Adversary one; if you can it is better doing so than losing two.

Here note, if you fill up all the points of your second Table with your own men you win two, and that you may prevent your Adversary from doing so (if you are in danger thereof) if you can, make a vacant point in his Tables, and it is impossible for him to do it.

This is the plain Game of Tick-Tack, which is called so from *Touch*, and *take*, for if you touch a man you must play him though to your loss; and if you hit your Adversary and neglect the advantage, you are taken with a Why-not, which is the loss of one: likewise if you are in, and your cast is such that you may also go into your Adversaries eleventh point by two other men,

and you ſee it not, either by careleſneſs or eager proſecution of a hit which is apparent before your eyes, you loſe two irrecoverably. Beſides, it is a very great overſight as your men may ſtand, not to take a point when you may do it.

Now ſome play this Game with Toots, Boveries, and Flyers; Toots is, when you fill up your Table at home, and then there is required ſmall throws; for if you get over with a Sice, you have no benefit of Toots.

Boveries is when you have a man in the eleventh point of your own Tables, and another in the ſame point of your Adverſaries directly anſwering.

Flyers is, when you bring a man round the Tables before your Adverſary hath got over his firſt Table, to the effecting of which there is required very high throwing of your ſide, and very low throwing of his.

Much more might be ſaid as to the craft of the play, which cannot be ſo well diſcovered as from obſervation in your own or others playing.

There are ſeveral fooliſh paſtimes to be plaid in the Tables which are ridiculous to treat of, wherefore I ſhall only mention theſe Three, *Viz.*

CHAP.

CHAP. XXVIII.

DUBBLETS.

AT Dubblets the fifteen men are thus placed; upon Sice, Cinque and Quater there are three men apiece, upon Trey, Dence, Ace, but two apiece.

He that throws moſt hath the benefit of throwing firſt, and what he throws he lays down; and ſo doth the other; what the one throws and hath not, the other lays down for him to his own advantage; and thus they do till all the men are down, and then they bear, but not till they are down; he that is down firſt bears firſt, and will doubtleſſy win the Game if the other throws not Dubblets to overtake him; now he that throws Dubblets apace is certain to win, for as many as the Dubblets are, ſo many he lays down, or bears; for example, if two fours, he lays down, or bears eight, and ſo for the other Dubblets; and therefore he that can either nap, top, or hath high runners about him hath a great advantage herein.

CHAP. XXIX.

SICE-ACE.

FIve may play at Sice-Ace with six men a-piece, they one load another with Aces, sixes bears only, and Dubblets drinks and throws again, so often some I have seen that for the lucre of a little money have resolved rather to lose themselves than a penny. It is commonly agreed the last two, or the last out shall lose, and the rest go free.

CHAP. XXX.

KETCH-DOLT.

AT Ketch-Dolt the first throws and lays down from the heap of men without the Tables, what is thrown at it may be Sice Deuce, if the other throw either Sice or Deuce, and draw them not from his Adversaries Tables to the same point in his own, but takes them from the heap, and lays the Ace down, he is dolted and loseth the Game, or if he but touch a man of the heap and then recall himself, the loss is the same. Some by frequent practice will never be Dolted, and

and then they ſtrive who ſhall fill up their Tables firſt; which done, he that bears them off firſt hath won the game. And ſo much for play within the Tables.

Games without the Tables.

CHAP. XXXI.

Of Inn and Inn.

INn and Inn is a Game very much uſed in an *Ordinary*, and may be play'd by two or three, each having a *Box* in his hand. It is play'd with four Dice. You may drop what you will, Six-pences, Shillings, or Guinneys; every Inn you drop, and every *Inn and Inn* you ſweep all; but if you throw out, if but two play, your Adverſary wins all; if three play, that Out is a *Bye* between the two other Gameſters, which they may either divide or throw out for it. Here you are to obſerve that *Out* is when you have thrown no Dubblets on the four Dice; *Inn* is when you have thrown two Dubblets of any ſort, as two Aces, two Deuces, two Kings, *&c.* *Inn* and *Inn* is, when you throw all Dubblets,

whether all of a ſort or otherwiſe, *viz.* four Aces, four Deuces, or four Cinques, or two Aces, two Deuces, two Treys, two Quaters, or two Cinques, two Sixes, and ſo forth.

Your Battail may be as much and as little as you will, from twenty Shillings to twenty Pounds, and ſo onward to a thouſand, which Battail is not ended till every penny of that money agreed upon for the Battail be won; and it is but requiſite, for it is frequently ſeen that in a Battail of ten Pound a Gentleman hath been reduced to five Shillings, and yet hath won at laſt the Battail.

For a Gameſter that would win without hazarding much his money, Dice that will run very ſeldom otherwiſe but Sixes, Cinques, Quaters, *&c.* are very neceſſary; If thoſe inſtruments are not to be had, a Taper-box will not be amiſs, that as the Dice are thrown in may ſtick by the way, and ſo thrown to advantage. I have heard of one, who having ſpent the major part of his Patrimony in good fellowſhip, and ſuch paſtimes as the heat of blood with vigorous youth moſt proſecute; at length conſider'd how he ſhould live hereafter, and finding but ſmall encouragements at home, and leſſer abroad, thought if he could contrive a way to win a conſiderable ſum at play (having been a great loſer himſelf) that ſhould be the baſis of his future ſettlement; after various conſultations within himſelf he at length contrived this ſtratagem; He cauſed a Box to be made, not as they

are

are uſual ſcrewed within, but ſmooth, and procured it to be ſo well painted and ſhadowed within that it lookt like a ſcrew'd Box; now this Box was but half board wide at top, and narrow at bottom, that the Dice as aforeſaid might ſtick, and the Box being ſmooth would come out without tumbling. With this Box he went and play'd at *Inn and Inn*, by vertue whereof and his art of taking up and throwing in his Dice into the Box, he got the firſt night a Thouſand pound, and the next night Two hundred a year, with a Coach and ſix Horſes, which Coach and Horſes (being very valuable) he ſold, but the Eſtate he lives on to this day with great improvements, and never would handle a Dye ſince, well knowing how many worthy Families it hath ruin'd.

CHAP. XXXII.

Of PASSAGE.

Paſſage is a Game at Dice to be play'd at but by two, and it is performed with three Dice. The *Caſter* throws continually till he hath thrown Dubblets under ten, and then he is out and loſeth, or dubblets above ten, and then he *paſſeth* and wins; high runners are moſt requiſite for this Game, ſuch as will rarely run any

other chance than four, five, or ſix, by which means if the Caſter throws Dubblets he ſcarcely can throw out. There is the ſame advantage of the Smooth taper-box aforeſaid in this Game, as at *Inn and Inn*; with the like benefit of the Dice, whether by *palming*, *topping*, *ſtarring*, or *knapping*.

CHAP. XXXIII.

Of HAZZARD.

Hazzard is a proper name for this Game; for it ſpeedily makes a Man or undoes him; in the twinkling of an eye either a Man or a Mouſe.

This Game is play'd but with two Dice, but there may play at it as many as can ſtand round the largeſt round Table.

There are two things chiefly to be obſerved, that is, *Main* and *Chance*; the *Chance* is the *Caſters*, and the *Main* theirs who are concerned in play with him. There can be no *Main* thrown above nine and under five; ſo that five, ſix, ſeven, eight and nine are the only *Mains* and no more which are flung at Hazzard; *Chances* and *Nicks* are from four to ten, thus four is a *chance* to nine, five to eight, ſix to ſeven, ſeven to ſix, eight to five; and nine and ten a chance

to

to five, ſix, ſeven and eight: in ſhort, four, five, ſix, ſeven, eight, nine and ten are chances to any *Main*, if any of theſe *Nick* it not: now *Nicks* are either when the *chance* is the ſame with the *Main*, as five and five, ſix and ſix, ſeven and ſeven, and ſo on, or ſix and twelve, ſeven and eleven, eight and twelve; where note, that twelve is out to nine, ſeven, and five; and eleven is out to nine, eight, ſix, and five; *Ames-Ace*, and Deuce-Ace, are out to all Mains whatever.

That I may the better illuſtrate this Game, it will not be amiſs to give one example for your better information; Seven's the *Main*, the Caſter throws five, and that's his *chance*, and ſo hath five to ſeven; if the Caſter throw his own *chance* he wins all the money was ſet him, but if he throw Seven which was the *Main*, he muſt pay as much money as is on the Board; if again Seven be the *Main*, and the *Caſter* throws eleven, that is a *Nick*, and ſweeps away all the money on the Table; but if he throw a *chance*, he muſt wait which will come firſt; Laſtly, if Seven be the *Main*, and the Caſter throws Ames-Ace, Deuce-Ace, or twelve, he is out, but if he throw from four to ten he hath a *chance*, though they are accounted the worſt *chances* on the Dice, as ſeven is reputed the beſt and eaſieſt *Main* to be flung; thus it is in eight or ſix, if either of them be the *Main*, and the *Caſter* throw either four, five, ſeven, nine, or ten, this is his *chance*,

which

which if he throw firſt, he wins, otherwiſe loſeth; if he throw twelve to eight, or ſix or the ſame Caſt with the *Main*, he wins; but if Ames-Ace or Deuce-Ace to all he loſeth; or if twelve when the *Main* is either five or nine. Here note, that nothing *Nicks* five but five, nor nothing nine but nine.

Four and Five to Seven is judged to have the worſt on't, becauſe Four (called by the Tribe of Nickers little Dick-Fiſher) and Five have but two *chances*, Trey Ace and two Deuces, or Trey Deuce and Quater Ace, whereas Seven hath three Chances, Cinque Deuce, Six Ace, and Quater Trey; in like condition is nine and ten, having but two chances, ſix trey, cinque and quater, or ſix quater and two cinques.

Now ſix and eight one would think ſhould admit of no difference in advantage with ſeven, but if you will rightly conſider the caſe, and be ſo vain to make trial thereof, you will find a great advantage in ſeven over ſix and eight. How can that be you will ſay, hath not ſix, ſeven and eight, eight equal chances? For example, in ſix, quater deuce, cinque Ace, and two Treys; in eight, ſix deuce, cinque trey, and two quaters, and hath not ſeven three as aforeſaid? It is confeſt; but pray conſider the diſadvantage in the dubblets, two treys and two quaters, and you will find that ſix deuce is ſooner thrown than two quaters, and ſo conſequently cinque Ace or quater deuce ſoon-

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er than two treys. I ſaw an old Rook once take up a young fellow in a Tavern, upon this very ſcore: the bargain was made that the Rook ſhould have ſeven always and the young Gentleman ſix, and throw continually; agreed to play they went, the Rook got the firſt day ten pound, the next day the like ſum; and ſo for ſix days together loſing in all threeſcore pounds; notwithſtanding the Gentleman, I am confident, had ſquare Dice, and threw them always himſelf. And farther to confirm what I alledg'd before, not only this Rook, but many more have told me that they deſir'd no greater advantage than to have ſeven always and the *Caſter* to have ſix. Here note, it is the opinion of moſt that at the firſt throw the Caſter hath the worſt on't.

Certainly *Hazzard* is the moſt bewitching Game that is plaid on the Dice; for when a man begins to play he knows not when to leave off; and having once accuſtom'd himſelf to play at *Hazzard*, he hardly ever after minds any thing elſe. I have ſeen an old man about the Age of Seventy play at an Ordinary when his own eyes were ſo defective, that he was forced to help them with a pair of Spectacles; and having an opportunity one day to ſpeak to him, How a man of his years could be ſo vain and boyiſh ſtill to mind play; inſiſting withall upon the folly of that action to hazzard his money when he had not ſight enough remaining to diſcern whether

ther he had won or loſt; beſides Sir, ſaid I, you cannot but hear how you are derided every time you come to the Ordinary; one ſays, here comes he that cannot reſt quiet, but will cry without the rattle of the Dice; another cries, certainly ſuch a one plays by the ear, for he cannot ſee to play. Let them talk what they will, ſaid the Gentleman, I cannot help it, I have been for above forty years ſo us'd to play, that ſhould I leave it off now, I were as good ſtop thoſe Iſſues about me, which have been inſtrumental in the preſervation of my life to this length of time.

To conclude, happy is he that having been much inclined to this time-ſpending-money-waſting Game, hath took up in time, and reſolved for the future never to be concerned with it more; but more happy is he that hath never heard the name thereof.

CHAP. XXXIV.

The Art and Myſtery of RIDING, *Whether the Great-Horſe or any other.*

AS an Introduction to the Art of Riding, I think it requiſite to treat of the taming of a young Colt: In order thereunto, obſerve, that after your Colt hath been eight or ten days

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at home, and is reduced to that familiarity that he will indure currying without ſhowing averſion thereunto, and will ſuffer his Keeper to handle and ſtroke him in what part of the body he thinketh beſt, then it is time to offer him the Saddle; firſt laying it in the Manger that he may ſmell to it, and thereby grow acquainted with it, uſing all other means that he may not be afraid either at the ſight thereof or at the noiſe of the Stirrops. Having gently put on the Saddle, take a ſweet watring Trench waſht and anointed with Honey and Salt, and ſo place it in his mouth, that it may hang directly about his Tuſh, ſomewhat leaning thereon: having ſo done, which muſt be in a morning after dreſſing, then lead him out in your hand and water him abroad, then bring him in, and after he hath ſtood rein'd a little upon his Trench an hour or thereabout, then unbridle and unſaddle him, and give him liberty to feed till Evening, and then do as before; having cheriſhed him, dreſs and cloath him for the Night.

The next day do as you did before, and after that put on him a ſtrong Muſrole, or ſharp Cavezan and Martingal, which you muſt buckle at that length, that he may only feel it when he jerketh up his head, then lead him forth into ſome new plow'd land or ſoft ground, and there having made him trot a good while about in your hand to take him off from wantonneſs and wild tricks, offer to mount, which if he refuſe, then trot

him

him again in your hand, then put your foot in the Stirrup, and mount half way and dismount again; if he seem distasted at it, about with him again, and let him not want correction; but if he take it patiently, cherish him, and place your self in the Saddle, but stay there a very little while, then cherish him again and give him bread or grass to feed on; then having seen all things fit and strong without offence to your self and Horse, remount him, placing your self even in the Saddle, carrying your Rod inoffensively to his eye, then let some person having in his hand the Chaff-halter, lead him a little way, then make him stand, and having cherish him, let him forward again, do this seven or eight times, or so often till you have brought him of his own accord to go forward, then must you stay and cherish him, and having brought him home, alight gently, then dress and feed him well.

Observe this course every day till you have brought him to trot, which will be but three at the most, if you observe to make him follow some other Horsman, stopping him now and then gently, and then making him go forward, remembring his seasonable cherishings, and not forgetting his due corrections as often as you find him froward and rebellious; and when you ride him abroad, return not the same way home, that you may make him take all ways

ways indifferently: and by these observations you will bring him to understand your will and purpose in less than a Fortnights time.

Having brought your Horse to receive you to his back, trot fore-right, stop and retire with patience and obedience, be never unmindful of your *Helps*, *corrections* and *cherishings*, which consist in the *Voice*, *Bridle*, *Rod*, *Calves of the Legs*, and *Spurs*; the last of which is chief for correction, which must not be done faintly but sharply when occasion shall require it.

Cherishings may be comprehended within three Heads, the Voice delivered smoothly and lovingly, as *so*, *so boy*, *so*; then the hand by clapping him gently on the neck or buttock: lastly the Rod by rubbing him therewith upon the Withers or the Main, in which he very much delights.

The next that you are to regard, is the Musrole or Cavezan and Martingale; this is an excellent Guide to a well-disposed Horse for setting of his Head in due place, forming of his Rein, and making him appear lovely to the eye of the Spectator; and withall this is a sharp correction when a Horse yerketh out his Nose, disorders his Head, or endeavours to run away with his Rider.

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The manner of placing it, is thus: let it hang somewhat low, and rest upon the tender grissel of the Horses nose, that he may be the more sensible of correction; and let it not be strait, but loose, whereby the Horse may feel, upon the yielding in of his Head, how the offence goeth from him, and by that means be made sensible, that his own disorder was his only punishment.

You must carefully observe how you win your Horses head, and by those degrees bring his Martingale straighter and straighter, so as the Horse may ever have a gentle feeling of the same, and no more, till his head be brought to its true perfection, and there stay.

When you have brought your Horse to some certainty of Rein, and will Trot forthright, then bring him to the treading forth of the large rings. If your Horses nature be sloathful and dull, yet strong trot him first in some new plow'd field; but if agil, and of a fiery spirit, then trot him in some sandy ground, and there mark out a spacious large ring, about a hundred paces in circumference. Having walkt him about it on the right seven or eight times, you must then by a little straitning of your right Rein, and laying the calf of your left Leg to his side, making a half cir-

cle

cle within your ring, upon your right hand down to the center thereof, and then by ſtraitning a little your left Rein, and laying the calf of your right Leg to his ſide, making another ſemi-circle to your left hand from the center to the outmoſt verge; which two Semicircles contrary turned, will make a perfect Roman S within the ring; then keeping your firſt large circumference, walk your Horſe about in your left hand, as oft as you did on your right; and then change within your ring as you did before, to your right hand again; and then trot him firſt on the right hand, then on the left, as long as you ſhall think convenient, either one, two, or three hours, to perfect him in this leſſon; and this muſt be done every morning and evening too, if you find your Horſe ſloathful and dull; otherwiſe you need not take ſo much pains with him.

Having taught him to trot the large rings perfectly, which will not require above four or five days; then in the ſame manner and changes make him gallop the ſame rings, making him take up his Feet ſo truly and loftily, that no falſhood may be perceived in his ſtroke, but that his inward Feet play before his outward, and each of a ſide follow the other ſo exactly, that his gallop may appear the beſt grace of all his motions.

Here note: You muſt not enter him all at once to gallop this great ring, but by degrees; firſt a quarter, then a half quarter, *&c.* ever remembring, not to force him into it with the ſpur, but by the lightneſs and cheerfulneſs of your body let him paſs of his own accord into a gallop.

Helps, corrections, and cheriſhings in the ring-turn, are as aforeſaid, the elevation of the voice, and the threatning of the rod, and ſtraitning of the bridle, are good helps, which you muſt uſe as you muſt the ſpur, rod and leg, for timely due corrections: neither muſt you ever cheriſh without deſert.

Having made your Horſe gallop as well as trot the large ring, then teach him to ſtop fair, comely, and without danger, after this manner: Firſt, having cheriſht him, bring him into a ſwift trot forward about fifty paces: then draw in your bridle-hand ſtraightly and ſuddenly, which will make him gather up his hinder and fore-legs together, and thereby ſtand ſtill: then eaſe your hand a little, that he may give backward: which if he doth, give him more liberty, and cheriſh him: having given a little reſpit, draw in your bridle-hand, and make him go back three or four paces, at which if he ſtrike, inſtantly eaſe your hand, and draw it up again, letting him come and go

go till he yield and go backward: but if he refuse it, let some person standing by, put him back, and then cherish him, that he may know your intention. Thus every time you stop, make him retire, till you have perfected him in these two lessons at one time.

Have a care that the ground be not slippery where you stop, but firm and hard, lest the Horse apprehensive of the danger of falling, refuse to stop as you would have him.

When your Horse can stop well, and retire, you must then teach him to advance before, when he stoppeth; a lesson that carrieth much grace and comeliness therein; it is performed in this manner: After you have stopped your Horse without giving your hand any ease, lay the calves of both your Legs hard to his sides, shaking your Rod, and crying, *Up, up*; which though he understand not at first, yet by frequent practice, with helps, cherishings, and corrections as aforesaid, he will come to understand your meaning. But be sure you look narrowly to the comeliness of the advancing, which consists in taking up his Legs both even together, bending them inward to his body; next; his advance must not be too high, for fear of his coming over upon you; but let him touch his hinder-loins close to the ground, but

by no means ſuffer him to ſprawl or paw with his Feet forward. Laſtly, he muſt not advance for his own pleaſure (for that is a great fault) but for yours, according to your will and command.

If in advancing he riſe too high, ready to come over, or ſprawl, or paw; give him not only your ſpurs both together, but laſh him twice or thrice with your Rod between his ears, and if he advanceth of his own accord, then jerk him over the knees, doing ſo as often as he commits thoſe faults.

Now the uſe of advancing is this; it not only graceth all his other leſſons, but makes his body agil and nimble, and fits him for ready turning; it is moſt uſed at ſtopping, and then very gracefully.

In the next place you muſt teach your Horſe to yerk out behind, after this manner: As ſoon as you have made him ſtop, preſently give him a good jerk under his belly, near his flank, which will make him underſtand you in time, though not preſently. At firſt doing, cheriſh him much, and having let him pawſe, make him do it again, till he will do it as often as you will have him: but withall, look to the comelineſs of his yerking, for it is not graceful for him to yerk out his hinder

hinder-legs till his fore-legs be above the ground; and ſee that he yerk not one leg farther out than the other, but both even together, and not too high, or one leg out whilſt the other is on the ground.

Helps in yerking, are the conſtant ſtaying of his mouth on the bridle, the ſtroke of the Rod under his belly, or a gentle touch thereof on his Rump.

If he refuſe to yerk, or doth it diſorderly, then a ſingle ſpur on that ſide that is faulty; and laſtly, continual diſeaſing him till he hath done it.

Now to teach him to turn readily on both hands, is firſt to bring his large fings into a narrower compaſs, that is about four yards in circumference, walking your Horſe therein with all gentleneſs, and at his own pleaſure, till he is acquainted therewith: After this, carry your bridle-hand conſtant, and ſomewhat ſtraight, the outmoſt Rein ſtraighter than the inmoſt, making the Horſe rather look from the ring, than into it; and thus trot him about, firſt on the one ſide, then on the other, making your changes as aforeſaid. Thus exerciſe him an hour and half, then ſtop and make him advance three or four times together, then retire in an even line, afterwards ſtand ſtill and

cherish him: Having pawsed a while to recover breath, exercise him as aforesaid, still endeavouring to bring his trot to all the swiftness and loftiness possible, making him do his changes roundly and readily, and causing him to lap his outmost leg so much over his inmost leg, that he may cover it more than a foot over: and thus exercise him seven or eight days, every morning at least three hours, and suffer him only to practise his former lessons once in a morning; in this manner you teach your Horse three lessons together, the *Terra à Terra*, the *Incavalere*, and the *Chambletta*.

The turn *Terra à Terra* in the outmost circle of the straight ring, and the *Incavalere* and *Chambletta* in the changes, wherein he is forced to lap one leg over another, or else to lift up the inmost Leg from the ground, whilst he brings the outmost over it: This lesson is so difficult, that a compleat Horseman should think his Horse hath never perfectly learn'd it; and therefore he must continually practise his Horse in trading, trotting, and galloping these narrow rings; and from thence to pass them about in ground-salts, as from taking up his fore-legs from the ground both together, and bringing his hinder-feet in their place, and so passing the Ring as often as the strength of your Horse and your own reason will allow of.

Thus

Thus you see the perfecting your Horse in the large Ring will easily introduce him into the knowledge of the straight Ring, and that brings him to turn perfectly, and stopping begets retiring, and retiring advancing.

Having brought your Horse to this perfection, take off his *Musrole* and *Trench*, and in their stead put on his head a gentle *Cavezan*, in such manner that it lye on the tender grissel of his nose somewhat near the upper part of his nostrils; put in his mouth a sweet smooth cannon-bit, with a plain watering chain, the cheek being of a large size, let the *Kirble* be thick, round and large, hanging loosly upon his neather lip, so that it may entice him to play therewith.

Having so done, mount, casting the left rein of your *Cavezan* over the Horses right shoulder, and bear it with your thumb with the reins of the Bit in your left hand; let the right reins of the *Cavezan* be cast over his left shoulder, and bear it with your Rod in your hand, and so trot him forth the first morning about two miles in the high-way, making him now and then stop and retire, and gather up his head in its due place; the next day bring him to his former large Rings, and perfect him therein with the Bit as you did with the Snaffle in all the foregoing lessons, which is more easily done by

reason the Bit is of better command and of sharper correction.

The next thing we shall speak of (to avoid every thing that is not very pertinent to our purpose) is the *Turning-Post*, which must be smooth and strong, and very well fixt in the center of the straight Ring, then causing some person to stand at the Post, give him the right rein of your *Cavezan* to hold about the Post, and so walk or trot your Horse about the same as oft as you think fit on your right hand; then change your right rein for your left, and do as before; continue thus doing till your Horse be perfect in every turn. Having so done, teach him to manage (the proper posture for a sword) which is thus performed: Cause two Rods to be prickt in the earth, at what distance as you shall think fit from one another; then walk your Horse in a straight ring about the first on your right hand, passing him in an even furrow down to the other Rod, and walk about that also in a narrow Ring on your left hand, then thrust him into a gentle gallop down the even furrow, till you come to the first Rod, and there make him stop (as it were) and advance without pawse or intermission of time; thrust him forward again, beat the turn *Terra à Terra* about on your right hand; then gallop forth right to the other Rod, and in the same manner beat the turn about on the left hand;

hand, do this as often as you ſhall think convenient: Though there are many ſorts of Manages, yet I hold but two neceſſary and uſeful, and that is this already deſcribed, called *Terra à Terra*, and *Incavalare* or *Chambletta*, diſcourſed afore-going. As for the *Career*, I need not ſpeak much thereof; ony this, when you run him forth-right at full ſpeed, ſtop him quickly, ſuddenly, firm and cloſe on his buttock, and mark that you make not your *Career* too long, nor too ſhort; the one weakens, and the other hinders the diſcovery of his true wind and courage; therefore let not the length of your Career extend above fix-ſcore Yards; and be ſure you give him ſome little warning by your bridle-hand, before you ſtart him, and then ſtop him firmly and ſtrongly.

Thus much for the War-Horſe or great Saddle.

Of

Of the Horſe of Pleaſure.

IF you will make your Horſe to *bound* aloft, you muſt firſt trot him about ſixteen yards, then ſtop him, and when he hath advanced twice, ſtreighten a little your Bridle-hand, and then give him the even ſtroke of both your ſpurs together hard, which at firſt will only amaze him, but if he have good mettle and courage, he will at length riſe from the ground by often doing it; if he doth it, though but little, cheriſh him very much, then let him pauſe and give him your ſpurs again, and if he acts according to your deſire, cheriſh him again, make him do thus three or four times a day, till he is ſo perfect that he will do it at any time at your ſpurs command.

Next, teach him to *corvet* thus; hollow the ground a Horſe's length, where two walls joyn together, then place a ſtrong ſmooth Poſt by the ſide of the hollowneſs of a Horſe's length, likewiſe from the wall, then over againſt the Poſt faſten an Iron-ring at the wall; this done, ride your Horſe into the hollow place, and faſten one of the Reins of the Cavezan to the Ring, and the other about the Poſt; then (having firſt cheriſhed your Horſe) make him advance

vance by the help of the calves of your Legs, twice or thrice together, then let him pauſe; after this (cheriſhing him again) advance him half a ſcore times together, and daily encreaſe his advancings, till you perceive he hath got ſuch a habit therein, that he will by no means go forward, but keeping his ground certain, advance both before and behind of an equal height, and keep juſt and certain time with the motions of your Legs; and if he raiſe his hinder legs not high enough, you muſt have ſome body behind, who having a rod, muſt gently jerk him on the fillets, to make him raiſe his hinder parts. By taking this courſe, in a few days you will ſo teach your Horſe to corvet, that without any helps at any time and place, you may make him corvet at your pleaſure.

I need not ſpeak of the *Capriole*, ſince it is the ſame manner of motion as the *Corvet*, only it is done forward, gaining ground in the ſalt, raiſing his hinder parts as high or higher than the foremoſt.

If you would have your Horſe go ſide-long on any hand, you muſt draw up your bridle-hand ſtraight, and if you would have him go on the right hand, lay your left rein cloſe to his neck, and the calf of your Leg cloſe to his ſide, making him put his left leg over

over his right, then turning your rod backward, gently jerking him on the left hinder thigh, make him bring his hinder parts to the right ſide alſo, and ſtand in an even line as at the firſt, then make him remove his fore-parts more than before, ſo that he may as it were croſs over the even line, and then make him bring his hinder part after, and ſtand in an even line again, and this do till by practice he will move his fore-parts and hinder-parts both together, and go ſide-long as far as you pleaſe; and if you would have him go on the left hand, do as before.

To conclude, theſe are the moſt material Leſſons requiſite to be taught any Horſe whatever, either for ſervice or pleaſure, which if taught your Horſe with care and patience, you may conclude your Horſe perfect and compleat. But be ſure you obſerve this, that whatſoever Leſſon your Horſe is moſt imperfect in, with that Leſſon ever when you ride begin and end with it; repeating every one over, more or leſs, leſt want of uſe breed forgetfulneſs, and forgetfulneſs abſolute ignorance.

CHAP.

CHAP. XXXV.

Of RACING.

FOR the compleating a Gentleman's delight in the Art of *Racing*, he is to take ſpecial cognizance of theſe ſubſequent Rules and Orders.

Firſt, He is to conſider what is the moſt convenient time to take his Horſe from graſs, which is about *Bartholomew-tide*, the day being dry, fair, and pleaſant; as ſoon as he is taken up, let him let him ſtand all that night in ſome convenient dry place to empty his body; the next day put him into a ſtable, and feed him with wheat-ſtraw, but no longer; for though the Rule be good in taking up Horſes bellies after this manner, yet if you exceed your time in ſo doing, this ſtraw will ſtraighten his guts, heat his liver, and hurt his blood; therefore what you want in ſtraw let it be ſupplied by riding him forth to water morning and evening, airings, and other moderate exerciſe. And for his food, let it be good old ſweet Hay, and clothe him according to the weather and temper of his body; for as the Year grows colder, and thereby you find his hair riſe and ſtare about his

his neck, flanks, or other parts, then add a woollen cloth, or more if need require, till his hair fall ſmooth. Where note, *That a rough coat ſhews want of cloth, and a ſmooth coat cloth enough.*

A Race-horſe ought to be dreſt in his reſting days twice a day, before his morning and evening waterings; and muſt be done after this manner: Curry him from the tips of his ears to the ſetting on of his tail, all his body entirely over with an Iron-Comb, his Legs under the knees and gambrels excepted; then duſt him and curry him high again all over with a round bruſh of brittles, then duſt him the ſecond time, and rub all the looſe hair off with your hands dipt in fair water, and continue rubbing till he is as dry as at firſt, then rub every part of him with a hair-cloth, and laſtly rub him all over with a white linnen cloth; then pick his eyes, noſtrils, ſheath, cods, tuel, and feet very clean, then cloath him and ſtop him round with wiſps.

There is no better water for a Race-horſe, than a running River or clear Spring, about a mile and half from the ſtable, near ſome level ground, where you may gallop him afterwards, having ſcop'd him a little, bring him to the water again, then ſcope him and bring him again, ſo often till he refuſe to drink more

more for that time; after this, walk him home, clothe and ſtop him up round with great ſoft wiſps, and having ſtood an hour upon the bridle, feed him with ſweet ſound Oats, either dryed by age or art: If your Horſe be low of fleſh, or hath a bad ſtomach, add one third of Beans to two parts of Oats, and that will recover both.

The next food you ſhall give him ſhall be better and ſtronger, and it is bread, which you muſt make after this manner: take two buſhels of beans, and one of wheat, and grind them together, then boult through a fine Range the quantity of half a buſhel of pure meal, and bake it in three loaves, and the reſt ſift through a Meal-ſieve, and knead it with water and good ſtore of barm, and bake it in great loaves; with the courſer bread feed your Runner in his reſting days, and with the finer againſt the days of his exerciſe and greateſt labour.

The times of his feeding, upon the days of his reſt, muſt be after his coming from water in the morning, an hour after mid-day, after his evening watering, and at ten a clock at night; but upon his labouring days, two hours after he is throughly cold, outwardly and inwardly, afterwards as aforeſaid.

Let

Let his Hay be dry and ſhort; if it be ſweet no matter how courſe it is, for if it be rough it will ſcowre his teeth. As for the proportion of his food, I need not preſcribe a quantity, ſince you muſt allow him according to the goodneſs and badneſs of his ſtomach.

His exerciſe ought to be thrice a week, and it muſt be more or leſs according to the condition of his body; for if it be foul, exerciſe him moderately to break his greaſe; if clean, you may do as you think fit, having a care that you diſcourage him not, nor abate his mettle; and after every exerciſe give him that night, or the next morning, a ſcouring; the beſt I know to purge a Horſe from all greaſe, glut, or filth whatever, is this, take three ounces of Anniſeeds, ſix drams of Cumminſeeds, a dram and half of Carthamus, two drams of Fenugreek-ſeed, and of Brimſtone an ounce and half; beat all theſe to a fine powder, and ſearſe them; then take of Sallet-oyl ſomewhat more than a pint, a pound and half of Honey, and a pottle of white Wine, then with fine white Meal knead it well into a ſtrong paſte, and keep it by you, it will laſt a long time; when you uſe it, diſſolve a ball thereof in a Pail of fair water, and give it him to drink after exerciſe, in the dark, leſt diſcolouring the water, the Horſe refuſe to drink.

drink. This is an excellent ſcouring, and a remedy for all internal diſtempers.

Now after exerciſe, cool him a little abroad before you bring him home, then houſe him and litter him well, rubbing him with dry Clothes till there be never a wet hair about him, then clothe and wiſp him round.

Here note, before you air your Horſe, it will be requiſite to break a raw Egg into his mouth, for it will add to his wind. If he be fat, air him before Sun-riſe and after Sun-ſet; but if lean, let him have as much comfort of the Sun as you can. Courſing in his clothes ſometimes to make him ſweat is not irrequiſite, ſo it be moderately done; but when without his clothes, let it be ſharp and ſwift. Let his body be empty before he courſe; and to waſh his tongue and noſtrils with Vinegar, or to piſs in his mouth e're you back him, is wholeſom; having courſt him, clothe him, after he hath taken breath, and ride him home gently.

To be ſhort, what is here defective in the right ordering of a Race-horſe, your own judgments may eaſily ſupply. All that you have to do, is to be careful when to take him up, how to clothe him and dreſs him, when and how to feed and water, what and

how much exercise is requisite either by airing or by coursing, and his ordering after exercise, and what scowrings are most requisite; and that I may add a little more to your knowledge, and conclude this subject, take these general Rules and Instructions.

1. Course not your Horse hard at least four or five days before you run your match, lest the soarness of his Limbs abate his speed.

2. Except your Horse be a foul feeder muzzle him not above two or three Nights before his match, and the Night before his bloody courses.

3. As you give your Horse gentle courses, give him sharp ones too, that he may as well find comfort as displeasure thereon.

4. Upon the match-day let your Horse be empty, and that he take his rest undisturbed till you lead him out.

5. Shoo your Horse ever a day before you run him, that the pain of the Hammers knocks may be out of his Feet.

6. Saddle

6. Saddle your Horſe on the Race-day in the ſtable before you lead him forth, and fix both the Patnel and the Girths to his back and ſides with Shoo-makers wax, to prevent all dangers.

7. Lead your Horſe to his courſe with all gentleneſs, and give him leave to ſmell to other Horſes dung, that thereby he may be enticed to ſtole and empty his body as he goes.

8. Laſtly, When you come to the place where you muſt ſtart, firſt rub his limbs well, then uncloath him, then take his back, and the word given, ſtart him with all gentleneſs and quietneſs that may, leſt doing any thing raſhly, you choak him in his own wind.

A Race-horſe ought to have all the fineſt ſhapes that may be, but above all things he muſt be nimble, quick, and fiery, apt to flye with the leaſt motion. Long ſhapes are tolerably good, for though they ſhew weakneſs, yet they aſſure ſudden ſpeed. The beſt horſe for this uſe is the *Arabian Barbary*, or his Baſtard; not but *Gennets* are good, but the *Turks* much better.

Having laid you down all theſe advantages

for ordering your Racer, from his taking up, to the day of his running, I hope you will make such good use of them, that if upon an equal match you should lay your money on the heels of your Horse thus ordered, he shall be so far from kicking away his Masters stake, that the nimbleness of his feet shall make it double.

I might here insert the many subtilties and tricks there are used in making a Match, the craft of the Betters, with the knavery of the Riders, but that they are now too generally known by the woful experience of too many *Racing-losers*.

CHAP.

CHAP. XXXVI.

Of ARCHERY.

Archery, as it is a recreation, ſo it hath been heretofore, and is ſtill in ſome parts of the World very uſeful in military affairs, but now quite laid aſide by *Engliſh* men for fighting, there being found out more dextrous and ſpeedy ways to kill and deſtroy one another.

Yet it is not ſo laid aſide, but that it is uſed by ſome for paſtime, either at Buts or Rovers, and ſhould not be forgotten by Citizens, as appears by the continuance of that antient cuſtom for every Lord Mayor to ſee the prize performed by ſhooting annually with the pound Arrow.

Certainly this ſhooting in the long Bow is very healthful for the body, by extending the Limbs, and making them pliant; and it hath been neceſſary for a Commonwealth, in the defence and preſervation of the Country; but ſince it is ſo little uſed now adays, I ſhall abbreviate my diſcourſe.

There are theſe Rules to be obſerved for ſhooting in the Long-bow.

First, He must have a good eye to behold and discern his mark; and knowing-judgment to understand the distance of ground, to take the true advantage of a side-wind, and to know in what compass his Arrow must fly; and a quick dexterity, to give his shaft a strong, sharp, and sudden loose.

Secondly, He must in the action it self stand fair and upright with his body; his left foot a convenient stride before his right, both his hams stiff, his left arm holding his Bow in the midst, stretcht straight out, and his right arm with his first three fingers and his thumb drawing the string to his right ear, the notch of his Arrow resting between his fore-finger and middle-finger of his right hand, and the steel of his Arrow below the feathers upon the middle knuckle of his fore-finger on his left hand; he shall draw his Arrow close up to the head, and deliver on the instant, without hanging on the string.

The best Bow is either *Spanish* or *English* Yew; the best Shaft is of Burch, Sugar-chest, or Brazel, and the best Feathers gray or white.

There are three *Marks* to shoot at, *Buts*, *Pricks*, or *Rovers*.

The

The firſt is a level mark, and therefore you muſt have a ſtrong Arrow with a broad feather.

The ſecond is a mark of ſome compaſs, yet moſt certain in the diſtance, therefore you muſt have nimble ſtrong Arrows, with a middle feather, all of one weight and flying.

The laſt, which is the *Rover*, is uncertain, ſometimes longer, ſometimes ſhorter, and therefore requires Arrows lighter or heavier, according to the diſtance of ſhooting.

If you want ſtrength, by debilitation in the Arm or Back, you may reap the ſame pleaſure by uſing the Croſs-Bow, with which you may ſhoot at *Butts*, *Pricks*, or *Rovers*.

CHAP. XXXVII.

Of Cock-Fighting.

COcking is a ſport or paſtime ſo full of delight and pleaſure, that I know not any Game in that reſpect is to be preferred before it, and ſince the *Fighting-Cock* hath gain'd ſo great an eſtimation among the Gentry, in reſpect to this noble recreation I ſhall here propoſe it before all the other Games of which I have afore ſuccinctly diſcourſed; that therefore I may methodically give inſtructions to ſuch as are unexperienced, and add more knowledge to ſuch who have already gain'd a competent proficiency in this pleaſing Art, I ſhall as briefly as I can give you information how you ſhall chuſe, breed, and diet the *Fighting Cock*, with what choice Secrets are thereunto belonging, in order thus.

Of

Of the Choice of the Fighting-Cock.

IN the election of a *Fighting-Cock* there are Four things principally to be conſidered, and they are *Shape*, *Colour*, *Courage*, and *Sharp-heel*.

Firſt, as to his *ſhape*, you muſt not chuſe him neither too ſmall, nor too large; the firſt is weak and tedious in his fighting, and the other unweildy and not active, and both very difficult to be matched; wherefore the middle-ſiz'd Cock is the proper choice for your purpoſe, being eaſily matcht, and is both ſtrong and nimble.

His Head ought to be ſmall, with a quick large eye, and a ſtrong back, and (as Maſter *Markham* obſerves) muſt be crookt and big at the ſetting on, and in colour ſuitable to the plume of his Feathers, whether black, yellow or reddiſh, *&c.* The beam of his Leg muſt be very ſtrong, and according to his plume, blew, gray, or yellow, his Spurs rough, long, and ſharp, a little bending and looking inward.

Secondly, his *Colour* ought to be either gray,

gray, yellow, or red, with a black breaſt; not but that there are many other colour'd pyles very excellent good, which you muſt find out by practice and obſervation, but the three former by the experience of moſt found ever the beſt, the pide pyle may paſs indifferently, but the white and dun are rarely found good for any thing.

Here note, That if your Cocks neck be inveſted with a ſcarlet complexion it is a ſign he is ſtrong, luſty and couragious; but on the contrary, if pale and wan, it denotes the Cock to be faint, and in health defective.

Thirdly, you may know his courage by his proud upright ſtanding, and ſtately tread in walking, and if he croweth very frequently in the Pen, it is a couragious demonſtration.

Fourthly and laſtly, his narrow-heel or ſharpneſs of heel is known no other-ways than by obſervation in fighting, and that is, when upon every riſing he ſo hits that he extracts blood from his opponent, gilding his Spurs continually and every blow threatning immediate death to his adverſary.

Here note, That it is the opinion of the beſt *Cock-Maſters*, that a ſharp-heel'd Cock though he be ſomewhat falſe, is better than a true

true Cock with a dull heel; and the reaſon is this, the one fights long but ſeldom wounds, the other carrieth a heel ſo fatal that every moment produceth an expectation of the Battails concluſion; and though he is not ſo hardy as to endure the utmoſt hewing, ſo commonly there is little occaſion for it, being a quick diſpatcher of his buſineſs; now ſhould your Cock prove both hardy and narrow-heel'd, he is then the beſt Cock you can make choice of.

To conclude, make your choice of ſuch a one that is of *Shape* ſtrong, of *Colour* good, of *Valour* true, and of *Heel* ſharp and ready.

How to breed a Cock of the Game.

WHatever you do, let your Hen be of a good complexion, that is to ſay; rightly plumed, as black, brown, ſpeckt, gray, griſſel, or yelloviſh; theſe are the right and proper colours for a Hen of the Game; and if ſhe be tufted on the crown it is ſo much the better, for that argues courage and reſolution, and if ſhe have the addition of weapons they conduce very much to her excellency.

Let

Let her body be large and well poked behind for the production of large Eggs; you will do well to obſerve how ſhe behaveth her ſelf to her Chickens, whether friendly or frowardly, and take eſpecial notice of her carriage and deportment among other Hens, if ſhe will receive abuſes from them without revenge, or ſhow any thing of Cowardice, value her not, for you may aſſure your ſelf her Chickens will be good for nothing.

By the way take this obſervation, confirmed by the opinions of the beſt *Cock-Maſters* both ancient and modern, that a right Hen of the Game from a Dunghill-Cock will bring forth very good Chickens, but the beſt Cock from a Dunghill-Hen will never get a Bird that's fit for the Game: wherefore if you intend to have a good breed get perfect Cocks for your perfect Hens.

The beſt ſeaſon for breeding is from the encreaſe of the Moon in *February*, to the encreaſe of the ſame in *March*. Let her Neſt be ſo placed that ſhe may not be diſturbed by the ſight of any other Fowl, which frequently ſo raiſeth her choler that the Eggs are in great danger; let the compoſure of her Neſt be made of ſoft ſweet ſtraw, and let it ſtand in ſome warm place, for ſhe is a Bird that is very tender.

The

The next thing that you are to obſerve is, whether ſhe turn her Eggs often or not, if ſhe is remiſs therein, you muſt ſupply her duty, but if ſhe ſave you the labour, prize her more than ordinary. And that ſhe may not ſtraggle too far from her Eggs being neceſſitated to ſeek abroad for food, and ſo cool her Eggs, it will be altogether neceſſary for you to ſet by her ſuch neceſſary food as you ſhall think fit with ſome fair water; and that ſhe may bathe and trim her ſelf at her pleaſure: in the place where ſhe ſiteth let there be ſand, gravel and aſhes finely ſifted.

The Hen hatcheth her Chickens commonly after one and twenty days; obſerve in the batching to take thoſe newly hatched, and wrapping them in wool keep them warm by a fire-ſide till the reſt are diſcloſed; being all hatcht put them under the Hen, and be ſure to keep her warm, and ſuffer not your Hen and Chickens to ſtraggle abroad till they are above three weeks old; and let the room wherein they walk be boarded, for all other Flours are either too moiſt or too cold.

Let their Walk be in ſome Graſs-court or Green-place, after they are a month old, that they may have the benefit of feeding on Worms, and now and then to ſcowre themſelves with Graſs and Chick-weed, but be careful

careful they come not near Puddles or filthy places, for they engender in birds of this nature venemous diſtempers, which commonly prove fatal; for the prevention of ſuch maladies by way of antidote give them every morning before they range abroad, the blades of Leeks chopt or minced ſmall and mingled among their uſual diet; alſo it will be requiſite to perfume their room with burnt Penyroyal or Roſemary.

Obſerve to take this courſe till their Sexes are diſtinguiſhable; as ſoon as the Comb or Wattles are diſcernable, or plainly viſible to the eye, cut them away, and anoint the ſore place with ſweet butter, till it be whole. The reaſons why their Combs or Wattles ſhould be cut ſo ſoon, are theſe, Firſt if you let them grow till they arrive to their full bigneſs, and then cut them, there will follow a great flux of blood, and the leaſt loſs of blood in feather'd fowl is very dangerous; if much, frequently mortal; moreover to let them grow thus, cauſeth goury thick heads, with great lumps; whereas if you take them off betime as aforeſaid, they will have heads finely ſmall, ſmooth and ſlender.

The time of the ſeparation of the Cock-Chickens is when they begin to fight with and peck one another, till which time you may

may let them walk with the Hen promiſcuouſly together, but afterwards let their Walks be apart, and that Walk is beſt where he may ſecurely and privately enjoy his Hens without the diſturbance and annoyance of other Cocks, for which purpoſe walks at Windmills, Water-mills, Grange-houſes, Lodges in Parks, and Coney-Warrens, are very good Walks, but that the later is ſomewhat dangerous, being too frequently haunted with Polecats, and other vermin.

Let the place of feeding be as near as you can on ſoft dry ground, or on boards if the place be harder, as on paved earth, or floors plaiſter'd, it will ſo weaken and blunt their beaks, that they will be unable to hold faſt.

Here note, That any white Corn is good for a Cock in his Walk, and ſo are white-bread toſts ſteeped in drink, or man's urine, which will both ſcowre and cool them inwardly.

Let not above three Hens walk with your Cock, for ſhould you ſuffer more, they will tread too much by reaſon of the heat of their nature, and by often treading they will conſume their ſtrength, and become ſo debilitated, that though they have courage enough, yet they have not ſtrength to perform their parts

parts as they ought to do in a battel.

Obſerve the crowing of your Chickens; if you find them crow too ſoon, that is before ſix months old, or unſeaſonably, and that their crowing is clear and loud, fit them as ſoon as you can for the Pot or Spit, for they are infallible ſigns of cowardiſe and falſhood: on the contrary the true and perfect Cock is long before he obtains his voice, and when he hath got it, obſerves his hours with the beſt judgment.

Suffer not your Cock to fight a battel till he is compleat and perfect in every member, and that is when he is two years old; for to fight him when his Spurs are but warts comparatively, is no ſign of diſcretion, for you may then probably know his valour and courage, but you cannot know his worth and goodneſs.

In eſpecial manner take care that your Cocks rooſting-Perch be not too ſmall in the gripe, or ſo ill placed that he cannot ſit without ſtradling, or if it be crooked it is bad, for by theſe means, a Cock will be uneven heel'd, and conſequently no good ſtriker; and know that a Perch either maketh or marreth a Cock; to remedy or prevent ſuch faults, is to have in your rooſt a row of little Perches

ches about eight inches in length, and ten inches from the ground, that the Cock may with more facility aſcend, and being up, is forced to keep his Legs near together; and here take notice of this maxim amongſt the beſt *Cock-breeders, That the Cock which is a cloſe ſitter, is ever a narrow ſtriker.*

Let the foot-ſtool of the Perch be round and ſmooth about the thickneſs of a man's arm, or if you will have the beſt form for a Perch, go viſit the houſes of the moſt skilful Cock-maſters, and from them all gather what is moſt neceſſary for your purpoſe by making inſpection into their feeding-pens and other places, and let the ground underneath the Perch be ſoft, for otherwiſe when he leaps down, he will be apt on a rough and hard ground to hurt his feet, inſomuch that they will grow knotty and gouty.

Of dieting and ordering a Cock for Battel.

IN the dieting and ordering of a Cock for Battail conſiſteth all the ſubſtance of profit and pleaſure; and therefore your cunning Cock-merchants are very cautious of divulging the ſecrets (as they call them) of dieting,

ing, for on that depends the winning or loſing of the Battel, they knowing very well that the beſt Cock undieted is unable to encounter the worſt that is dieted; let others be as niggardly as they pleaſe of their experience and obſervations, for my part I ſhall be free and ſcorn to conceal any thing that may tend to the propagation of the art and myſtery of Cock-fighting; wherefore as to the dieting and ordering of fighting Cocks take theſe Inſtructions following.

The time of taking up your Cocks is about the latter end of *Auguſt*, for from that time till the latter end of *May* Cocking is ſeaſonable and in requeſt, the Summer ſeaſon being improper by reaſon of its great heat.

Having taken them up, view them well, and ſee that they are ſound, hard feather'd, and full ſumm'd, that is having all their feathers compleat, then put them into ſeveral pens, having a moving Perch therein, to ſet it at which corner of the perch you think moſt convenient; the faſhion and form of theſe pens you may have at the houſe of any Cocker, and therefore I ſhall give you no directions how to make them; only be adviſed to keep your Pens clean, and let not your Cocks want either meat or water.

For

For the first four days after your Cock is pend, feed him with the crumb of old Manchet cut into square bits about a handful at a time, and feed him thrice a day therewith, that is at Sun-rising, when the Sun is in his Meridian, and at Sun-setting, and let his water be from the coldest Spring you can get it.

Having fed your Cock thus four days, or so long till you think he hath purg'd himself of his corn, worms, gravel, and other coarse feeding, then in the morning take him out of the Pen and let him *Sparr* a while with another Cock. *Sparring* is after this manner: Cover each of your Cocks heels with a pair of *Hots* made of bombasted rolls of Leather, so covering the Spurs that they cannot bruise or wound one another, and so setting them down on straw in a room, or green-grass abroad, let them fight a good while, but by no means suffer them to draw blood of one another; the benefit that accrues hereby is this, it heateth and chafeth their bodies, and it breaketh the fat and the glut that is within them, and adapts it for purgation.

Having sparred as much as is sufficient, which you may know when you see them pant and grow weary, then take them up, and taking off their *Hots* give them a Diaphoretick

phoretick or ſweating after this manner: You muſt put them in deep ſtraw-baskets made for the purpoſe, or for want of them take a couple of Cocking-bags and fill theſe with ſtraw half ways, then put in your Cocks ſeverally, and cover them over with ſtraw to the top, then ſhut down the lids and let them ſweat; but do not forget to give them firſt ſome white Sugar-candy, chopt Roſemary, and Butter mingled and incorporated together, let the quantity be about the bigneſs of a Walnut, by ſo doing you will cleanſe him of his greaſe, increaſe his ſtrength, and prolong his breath.

Towards four or five a clock in the evening take them out of their Stoves, and having lickt their eyes and head with your toogue, put them into their Pens, and having fil'ed their Troughs with ſquare-cut-manchet, piſs therein, and let them feed whilſt the Urine is hot; for this will cauſe their ſcouring to work, and will wonderfully cleanſe both head and body.

After this, diet your Cocks with a Bread made after this manner: Of Wheat-meal, and Oat-meal Flower, take of each a Gallon, and knead them into a ſtiff paſte, with Ale, the whites of half a ſcore Eggs, and ſome Butter; having wrought the Dow very well, make it into

into broad thick Cakes, and when they are four days old, cut them into ſquare pieces; I will not adviſe you to uſe (as ſome imprudently do) Liquoriſh, Anniſeeds, or rather hot Spices among your foreſaid Ingredients; for they will make a Cock ſo hot at the heart, that upon the concluding of the Battel, he will be ſuffocated and overcome with his own heat. In ſhort, that food is beſt which is moſt conſentaneous to his own natural feeding.

The ſecond day after his *ſparring*, take your Cock into a fair green Cloſe, and having a Dunghil Cock in your arms, ſhow it him, and then run from him, that thereby you may intice him to follow, you permitting him to have now and then a blow, and thus chace him up and down about half an hour; when he begins to pant, being well heated, take him up and carry him home, and give him this ſcouring; take half a pound of freſh Butter, and beat it in a Mortar with the leaves of *Herb of Grace*, *Hyſop* and *Roſemary*, till they all look like a green Salve, give him thereof a piece as big as a Walnut, and then ſtove him as aforeſaid till evening, and then feed him according to former preſcription.

The next day let him feed and reſt, and ſpar him the next day after; thus do every other

day for the first fortnight, either *sparring* or *chasing*, and after every heat a scowring, which will keep him from being faint and pursie.

Feed him the second fortnight as you did the first, but you must not *spar* him or *chase* him above twice a week, observing still, that if you heat him much, you must stove him long and give him a greater quantity of scowring. When well in breath, slight heats, small scowrings, and little stoving will serve the turn.

The third fortnight (which is a time sufficient for ordering a Cock for the Battel) you must feed him as aforesaid, but you must not *spar* him at all for fear of making his head sore, but you may moderately chase him twice or thrice in that time as aforesaid, then give him his scowring rolled well in brown Sugar-Candy which will prevent the scowring from making the Cock sick; now may you let him fight, having first let him rest four days, observing that he come empty into the Pit.

The right way of Cock-matching.

OF all things have a ſpecial care how you match your Cock; for ſhould you feed your Cock with never ſo much circumſpect care and prudence, it will avail nothing if your Cock be over-matcht.

In matching, take notice of theſe two things; firſt, the length of Cocks, ſecondly, the ſtrength of Cocks; for the length, if your Adverſaries Cock be too long, yours ſhall hardly catch his head, and ſo be incapable of indangering eye or life; and if he be the ſtronger, he will overbear your Cock, and not ſuffer him to riſe or ſtrike with any advantage.

The length you may judge of by the eye, when you gripe the Cock by the waſte, and make him ſhoot out his legs, in which poſture you ſhall ſee the utmoſt of his height, and ſo compare them together, being herein governed by your judgment, his ſtrength is known by the thickneſs of his body. Take this for a Rule, *That a Cock is ever held the ſtrongeſt, which is the largeſt in the garth.*

You ſhall know the dimenſion of the *garth* by the meaſure of your hands, griping the Cock about from the points of your great finger to the joynts of your thumbs, and either of theſe advantages by no means give your Adverſary; if you doubt loſs in the one, be ſure to gain in the other: for the weak long Cock will riſe at more eaſe, and the ſhort ſtrong Cock will give the ſurer blow.

How to prepare Cocks for Fight.

SInce all Cocks are not caſt in one mould, the advantages on either ſide muſt be reconciled by matching; and having made an equal Match as near as you can, you muſt thus prepare him to fight:

Firſt, with a pair of fine Cock-ſhears cut all his main off cloſe unto his neck, from the head to the ſetting on of the ſhoulders; Secondly, clip off all the feathers from the tail cloſe to his rump, the redder it appears the better is the Cock in condition. Thirdly, take his wings and ſpread them forth by the length of the firſt riſing feather, and clip the reſt ſlope-wiſe with ſharp points, that in his riſing he may therewith endanger an eye of his adverſary. Fourthly, ſcrape, ſmooth, and ſharpen his Spurs with a Pen-knife. Fifthly and laſtly, ſee that there be no feathers on the Crown of his head for his

his adversary to take hold of; then with your spittle, moistning his head all over, turn him into the Pit to move his fortune.

How to order Cocks after Battel, and how to cure wounds.

THe Battel being ended, immediately search your Cocks wounds, as many as you can find, suck the blood out of them, then wash them well with warm urine, and that will keep them from rankling; after this give him a roll or two of your best scowring, and so stove him up as hot as you can for that night; in the morning, if you find his head swell'd, you must suck his wounds again, and bathe them again with warm urine, then take the powder of herb *Robert*, and put it into a fine bag, and pounce his wounds therewith; after this give him a good handful of bread to eat out of warm urine, and so put him into the stove again, and let him not feel the Air till the swelling be fallen.

If he hath received any hurt in his eye, then take a leaf or two of right ground Ivy, that which grows in little tufts in the bottom of Hedges, and hath a little rough leaf; I say, take this Ivy and chew it in your mouth, and spit the juyce into the eye of the Cock, and this will

will not only cure the preſent Malady, but prevent the growth of Films, Haws, Warts, or the like, deſtructive to the eye-ſight.

If after you have put out your wounded Cocks to their Walks, and viſiting them a Month or two after, if you find about their head any ſwollen bunches hard and blackiſh at one end, you may then conclude in ſuch bunches there are unſound cores, which muſt be opened and cruſht out with your thumbs; and after this, you muſt ſuck out the corruption, and filling the holes full of freſh Butter, you need not doubt a Cure.

Cures for ſome Diſtempers in a Cock, Chick, or Hen o'th' Game.

THe Pip is a white thin ſcale growing on the tip of the tongue, by which means Poultry in general cannot feed, it is very viſible to the eye, and proceedeth from foul feeding or want of water; it is cured by pulling off the ſcales with your nail, and rubbing the tongue with ſalt.

The Roup is a filthy byle or ſwelling on the rump of the Cock, Hen, *&c.* and will corrupt the whole body. It is known by the ſtaring and turning back of the feathers. For the cure,

cure, you must pull away the feathers, and open the sore to thrust out the core, then wash the place with water and salt, the Cure is effected.

If your Cock or Hen have the flux which happeth by eating too much moist meat, you may cure them by giving them scalded Peasebran; but if they cannot *mute*, anoint their vents, and give them corn steept in Man's Urine.

Lice is a common infirmity among them, proceeding from corrupt food, or for wanting of bathing in Sand-Ashes or the like; this Malady you must cure by taking Pepper beaten to powder, and mixing it with warm water, wash them therewith. If they are troubled with sore eyes, take a leaf or two of ground-Ivy, and chawing it well in your mouth, spit the juyce thereof into their eyes, and it will presently heal. What other infirmities are incident to these Birds of Game I shall leave, and their Cures, to your own practice and observation.

An excellent and elegant Copy of Verses upon two *Cock's fighting*, by Dr. *R. Wild.*

GO you tame Gallants, you that have a name,
And would accounted be Cocks of the Game;
That have brave Spurs to shew for't, and can crow,
And count all Dunghill breed, that cannot show
Such painted plumes as yours, which think on't vice
With Cock-like lust to tread your Cockatrice;
Though Peacocks, Woodcocks, Weathercocks you be
If y'are not fighting-Cocks, y'are not for me.
I of two feather Combatants will write,
And he that means to th' life to express their fight,
Must make his ink the blood which they did spill.
And from their dying wings must take his quill,
No sooner were the doubtful people set,
The match made up, and all that would had bet,
But straight the skilful Judges of the Play
Brought forth their sharp heel'd Warriors, and they
Were both in linnen bags, as if 'twere meet,
Before they dy'd to have their winding-sheet.
Into the Pit they're brought, and being there
Upon the Stage, the Norfolk Chanticleer
Looks stoutly at his ne're before seen foe,
And like a Challenger began to crow,
And clap his wings as if he would display
His warlike colours, which were black and gray.
Mean time the wary Wisbich *walks and breathes*
His active body, and in fury wreathes

His

His comely creſt; and often looking down;
He beats his angry beak upon the ground.
This done, they meet, not like that coward breed,
Of Æſop's; theſe can better fight than feed.
They ſcorn the Dunghil; 'tis their only prize,
To dig for Pearls within each others eyes.
They fought ſo nimbly that 'twas hard to know
To th' skilful whether they did fight or no,
If that the blood which dy'd the fatal floor
Had not born witneſs of 't. Yet fought they more,
As if each wound were but a ſpur to prick
Their fury forward. Lightning's not more quick
Or red, than were their eyes; 'twas hard to know
Whether 'twas blood or anger made them ſo.
I'm ſure they had been out, had they not ſtood
More ſafe, being wall'd in each others blood.
Thus they vy'd blows; but yet, alas at length,
Although their courage were full try'd, their ſtrength
And blood began to ebb. You that have ſeen
A watery combat on the Sea, between
Two angry roaring boiling billows, how
They march and meet, and daſh their curled brow,
Swelling like graves, as though they did intend
T' intomb each other, ere the quarrel end;
But when the wind is down, and bluſtring weather,
They are made friends, and ſweetly run together,
May think theſe Champions ſuch; their blood grows low,
And they which leapt but now, now ſcarce can go,

For

For having left th' advantage of the heel,
Drunk with each others blood, they only reel;
And yet they would fain fight; they came so near
Methought they meant into each others ear
To whisper wounds; and when they could not rise,
They lay and look't blows int' each others eyes.
But now the Tragick part! After this fit
When Norfolk *Cock had got the best of it,*
And Wisbich *lay a dying, so that none,*
Though sober, but might venture seven to one;
Contracting, like a dying Taper, all
His strength, intending with the blow to fall,
He struggles up, and having taken wind,
Ventures a blow, and strikes the other blind.
And now poor Norfolk *having lost his eyes,*
Fights, guided only by antipathies.
With him, alas, the Proverb is not true,
The blows his eyes ne're saw, his heart must rue.
At last by chance he stumbling on his foe,
Not having any strength to give a blow,
He falls upon him with his wounded head,
And makes his Conquerors wings his feather-bed.
His friends ran in, and being very chary,
Sent in all haste to call a Pothecary;
But all in vain, his body did so blister,
That 'twas not capable of any clister.
Physick's in vain, and 'twill not him restore.
Alas poor Cock he was let blood before.
Then finding himself weak, op'ning his bill,
He calls a Scrivener, and thus makes his Will:

Imp.

Imp. *first of all, let never be forgot.*
My body freely I bequeath to th' pot
Decently to be boil'd, and for its Tomb
Let it be buried in some hungry Womb.
Item, *For Executors I'le have none,*
But he that on my side laid seven to one,
And, like a Gentleman that he may live,
To him and to his heirs, my Comb I give,
Together with my brains, that all may know,
That oftentimes his brains did use to crow.
Item. *For comfort of those weaker ones,*
Whose wives complain of, let them have my stones.
For Ladies that are light, it is my will,
My Feathers make a Fan. And for my Bill
I'le give a Taylor: but faith 'tis so short
I am afraid he'l rather curse me for't.
And for that worthy Doctors sake, who meant
To give me a Clister, let my Rump be sent.
Lastly, *Because I find my self decay,*
I yield and give to Wisbich *Cock the Day.*

FINIS.